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# DAYGAME

**NITRO**  
NICK KRAUSER



**SECOND EDITION EXTRAS!**

FOUR NEW LAY REPORTS!

PHYSICAL ESCALATION!

30,000 MORE WORDS

**HOW TO APPROACH**

WHAT TO SAY

MAKE HER LAUGH

TAKE HER FOR COFFEE

GET HER HOT FOR SEX













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**DAYGAME** *Nitro*

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# ***DAYGAME NITRO***

*By* **Nick Krauser**







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# INTRODUCTION

*Three years have passed since I wrote the first edition of Daygame Nitro. At that time, there was a real need for it. The marketplace was clogged with diabolically bad daygame advice.*

Some was insipid Nice Guy material from the PUA Cartel companies (you know the sort – flashy internet marketing, mutual backscratching and swapping of email lists, magic pill promises and a total lack of evidence that any of the instructors ever get laid). Other advice was old-school pickup lines squeezed into a daygame concept.

It was all shit. It didn't work and was a total waste of time.

There were one or two guys doing a decent job of hitting on girls during the daytime, but I felt there was always some kind of limitation to their method. For example:

- A super-suave guy in New York was putting out infields of quick and dirty number closes then explaining how he quickly filtered for Yes Girls in his texts.
- Another New Yorker was releasing heavily edited smoke-and-mirror videos of street pickups and bounce backs without any audio and missing big sections.

- In Europe, a guy was doing zany stand-up comedy on girls and getting them into hysterical laughter then snatching a number.

- In Australia, a guy was approaching girls in outdoor cafes and going indirectly for numbers.

That's the kind of thing that was out there, and it was all flawed. The first New Yorker was so good-looking that he wasn't really gaming, he was just filtering girls who fancied him on a purely physical basis. Normal men can't get away with that. The other New Yorker later got exposed as a fraud, meeting these girls with a "party close" and offering them to be in a reality TV show that didn't exist. Hence their comfort having a camera on them and the careful removal of the soundtrack.

That comedian wasn't getting laid. The Australian was caught out faking an infield using a girl he'd already slept with.

You can imagine how frustrated I was. I wanted to learn daygame but nobody out



there was doing anything that was reproducible for the average man. I wanted to pick up hot young girls and fuck them using nothing more than my charisma. This led me to the central principle of Game:

*You must be fucking girls hotter and younger than you are.*

A tall good-looking guy banging female sevens? Not game. It's getting laid but it's not **game**. It's scraping the barrel. A guy like that ought to be seducing nines.

A guy bullshitting girls with "entourage" and "reality tv"? Not game. It's just lying and scheming to get laid. One level above Rohypnol.

Making girls laugh on the street then inviting them to your comedy show as a number-close pretext? Not game. It's a PR close.

Faking and finessing videos with café girls? Not game. It's just having a conversation.

I was frustrated, but then I got lucky. A few things started to come together. First of all I discovered legendary blogger Roissy and the early manosphere, where men were writing about women, dating and the dynamics of the Sexual Market Place ('SMP'). Suddenly the deep meta-theoretical basis of Game made sense – girls want to fuck alpha males. This really streamlined the purpose of game. Ignore the entourage, the comedy, the gambits and instead just be a devilishly charismatic alpha male. Yes, you can pull a girl

based purely on charisma with no external props.

And then one particular in-field video surfaced on YouTube (remember in 2009 there were perhaps ten public daygame infields *in total* – nothing like the abundance today). This in-field showed a scruffy, chubby geek with massive milk bottle spectacles picking up and street kiss-closing a pretty young Russian girl.

She was **definitely** younger and hotter than he was. It was definitely a legit video, and he did it with pure charisma. I'd be amazed if any of my readers haven't already figured out I'm talking about Yad. I quickly contacted him and had a one-on-one training session.

What followed next was a long exciting adventure, an emotional rollercoaster full of giddy highs and desperate lows. I spent 18 months on the streets, until I felt confident I had a daygame model that worked.

Simple. Lean. Reproducible. Effective.

I had a model that could allow a normal guy to bang hot young girls. I knew this because I'm a normal guy and I was banging hot young girls. It wasn't a magic pill. It requires hundreds of hours of practice across interactions with at least 1,000 girls. Even then, most of the time you'll fail (failure defined as not fucking her). The successes are blips against a background of failure.

But oh how sweet those successes are!



Before releasing Nitro, I'd already fucked my first Russian catwalk model, my first stripper, and stolen my first busty, young Slav from her dutiful boyfriend. I'd had my first street-to-toilet fuck within ninety minutes of meeting a young, Polish music student on the streets of Krakow.

This stuff really works. I wanted to write a book on it. So I did. And I rushed it. I was so enthusiastic about the material that I wanted to get it out as quickly as possible. And I wanted my name on it.

Three years have passed. Since then, I've fucked another seventy girls. Some girls were stunners, some girls..... not so much! The London Daygame Model has moved on so far in such a short time that Nitro has become outdated. I'd been hanging out with the top daygamers in the world, and we were all improving in leaps and bounds. You know the guys I mean – Tom Torero, Jon Matrix, Steve Jabba, and a new breed coming through. In this crucible of learning, we couldn't help but refine the model, taking it to levels that were unimaginable back in 2011.

In 2011, we had our blueprint. We had our Playstation 2-*Nitro*. In 2014, we have a Playstation 4 and it's called *Daygame Mastery*. So what happens to *Nitro*?

Most interesting to me was how well Nitro stood the test of time. The basic model hasn't changed. The architecture is the same: you cold-read her, you kill her momentum with a playfully teasing opener, you vibe to amplify attraction, dial it down to invest her and then take a num-

ber. We still do this. *Daygame Mastery* deconstructs it to the smallest micro elements. I'm proud of it.

However, *Mastery* is a very advanced book. I just assume everyone reading *Mastery* has already read *Nitro*. So if you're finding *Mastery* out of your reach with its high-falutin' concepts it's good to go back to basics. *Nitro* remains an accessible introduction to the London Daygame Model.

## ***CHANGES TO THE SECOND EDITION***

I've rewritten the text to remove a lot of the scrappiness. Back in 2011, I didn't have the same command over my material that I do now, so I sometimes stumbled in explaining my concepts clearly. This version is also more visually attractive, and I have tweaked the model to bring it into alignment with *Mastery* so readers of the first edition will notice some renaming of the stage.

Changes that are not necessary have not been made, so approximately half of the text is a cleaned up version of the original rather than completely re-written. In addition approximately 30,000 words have been added to expand on concepts and visually represent them in diagrams.

I included four new lay reports to help show how the model proceeds in practice and give a flavor for what is possible. These are true stories.



# OVERVIEW

## STRUCTURE OF THE BOOK

The backbone of this book is a sequential progression through the stages of my take on the London Daygame Model. The stages are outlined below, and then each chapter takes a stage and dives deep into the mind-sets and processes. As you read through it, keep referring back to flowchart to remind yourself where we are in the pick-up.

Be warned by my take-no-prisoners writing style. This is just how I talk. Imagine the whole book is us sitting in a pub, maybe a beer garden in central London-while we sup a few pints of beer and I harp on at length about my attitudes on life, the universe and everything. It's meant to be fun, just like talking to girls itself is fun.

## THE MODEL

This model is a series of phases, being Vibe, Street and Date. Each phase is further broken down into stages. I'll discuss each stage with a chapter of its own to break down the concepts as well as additional chapters to expand out themes. Per the model flowchart the stages are:

- **Vibe** – The hardest part of daygame is the beginning, forcing yourself onto the street and exerting control over your emotions so you can push through Approach Anxiety and talk to the girl. I split this into sub-stages. The first five sub-stages are “getting your head right” so you feel good about talking to the girls. The remaining three sub-stages help you pick your targets and begin planning what you'll say to her.

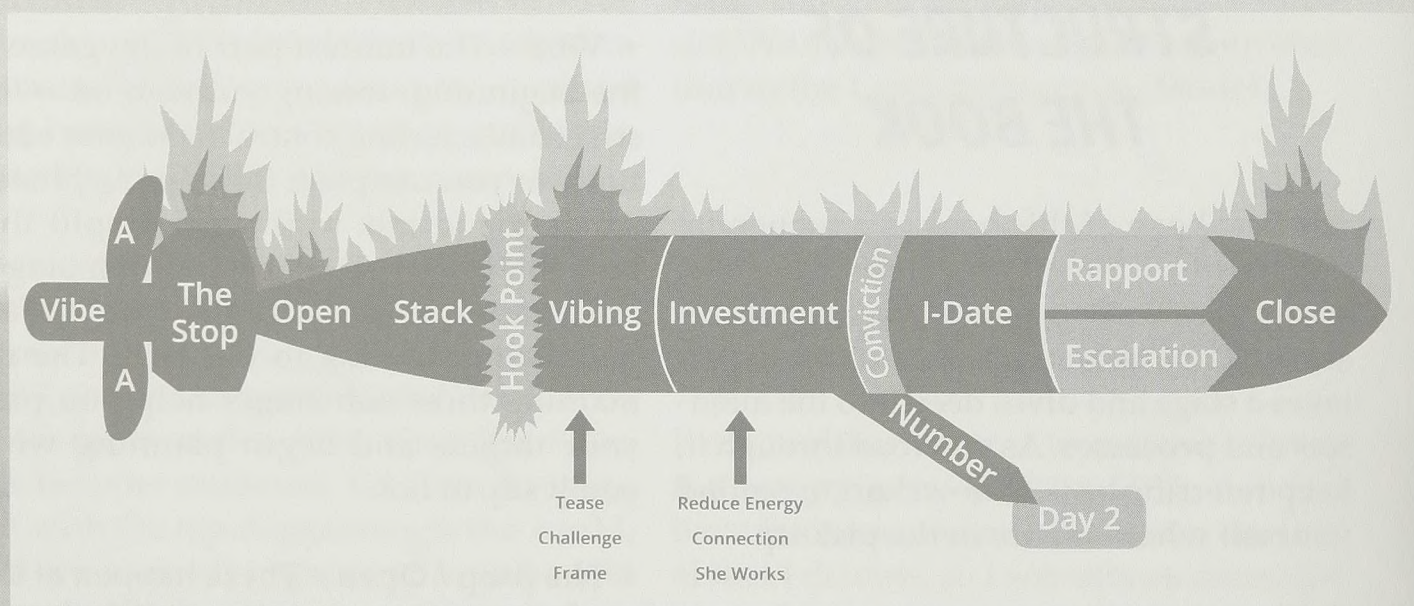
- **The Stop / Open** – These happen at the same time, being the physical action of stopping her and initiating the conversation to make her talk to you and hear you out. You do this principally by showing high value immediately.

- **Assumption Stack** – This forms the bridge between stopping the girl and getting into a conversation. It's a very short but highly technical stage where you are throwing the girl a conversational lifeline. If she takes it, you have reached Hook Point – the moment she decides she enjoys the interaction and wishes to stay.

- **Vibing** – Once you reach hook point, you will match energies with the girl and draw her into a two way conversation that she enjoys primarily by injecting



# DAYGAME MODEL



electricity and sparkle into the interaction. This is done by teasing, challenging and framing her.

- **Investment** – She begins chasing you and doing a lot of work to win you over, the script is flipped. You encourage this by reducing your energy levels, building a connection and making her work for it.

- **iDate** – She makes the decision to join you on a date, either immediately or at a future time. This requires the conviction to “go for it”. Typically, beginners

should instant date, but if that's not possible, then take a phone number or social media contact and set up a first date (“day 2”) later.

- **Rapport** – Now you are sitting down together on a date. You form a strong connection and feel comfortable with each other.

- **Escalation** – You heat her up until she's horny and wants to fuck. This is done both verbally and physically.







# A Danish Adventure

*It was raining in Denmark. Lashing rain, torrents of it. Sitting in the lobby of a centrally-located business hotel, Antony and I pressed our noses up against the window.*

"I don't fancy this much," I moan. The little voices of avoidance and inertia are chattering in my brain. I'm looking for reasons to stay inside. Fortunately, Antony isn't having it.

"Fuck that. We're here to work," he replies and starts walking to the door. I catch up. Just as we pass the revolving doors, I open a couple of local girls standing underneath the hotel restaurant canopy. We chat a couple of minutes but nothing else. It's just a warm-up.

Five minutes later, we've hit the main pedestrianised shopping street. The rain has eased up. We stop at the crossing, waiting for the green man. Next to me is a cute slim blonde. Dancer's body, nose ring, a visible tattoo. Okay, she'll do.

"Excuse me. I just want to tell you I like your look. It's very incongruous"

She smiles. Interested.

"You've got that black biker jacket, black tights, and nose ring. So you're kind of a bad girl. But then again you're really athletic-looking and have a nice smile. So maybe you're actually a good girl."

Ping! Her eyes go wide, she keeps smiling. I've got a strong hook. The green man blinks, so we cross the road together as I make small talk. The sun has edged around the rain clouds, and the air is heating up. There's a patio terrace coffee shop at the other side of the road so I suggest we get a drink. She assents.







As we sit down, I lean back, open my body language out by stretching my legs and dangling an arm languidly over the chair. We peruse the menu. My mood is improving as I've already got my first iDate of the holiday. I'd only flown into Copenhagen the previous evening and was expecting an initial grind. It's still too early to know where I'm at with this girl. Presumably, we'll chat half an hour, I'll take a number; then I'll catch up to Antony.

The coffee arrives in little china mugs with graffiti art printed on the side. There's a little biscuit in a wrapper, so I dunk that into the coffee. My movements are slow and practised. I want this girl to feel calm. She replies to a text then gives me her full attention. Out of the corner of my eye I can see Antony twenty yards away talking to a girl.

I learn that my girl is named Karla and has recently moved to the capital from her provincial home town. She doesn't know many people yet and has only just begun her dance course. She dreams of being a professional contemporary dancer, as do her flatmates.

She seems entirely comfortable. No visible nerves, no boyfriend, no pressing plans. I've already ticked off all the logistics as favourable. So I decide I'm going to keep pushing. I ask if she knows any good local pubs, so she suggests a nearby rock bar.

Karla is letting me tease and lead her. I make fun of her hair style, playfully frame her as clumsy and before long we are sitting in a dark corner booth drinking beer.

Metallica come onto the jukebox which I use as an excuse to talk about the first time I ever had sex (behind a department store at night after a rock concert). She tells me her virginity story.

I'm still leaning back, not touching her much. Our eyes lock, and electricity crackles. It's on. There's that intangible sexual tension where we both know we want sex but can't quite talk about it. We only met an hour ago, and it's not quite 2pm. Thus, I talk about the duty-free gin I have in my hotel room, asking if she likes gin and tonic. She does. Great.

After the drink, I start walking her the ten minutes towards my hotel and begin occupying her mind, giving the pretext that we are looking for a supermarket that has tonic water and lemons. About halfway there, she asks, "Where are we drinking them?" I tell her, "my hotel." She shrugs acceptance which means it's on like Donkey Kong and only bad luck or incompetence will prevent the close.

I can really ease off now. I keep my breathing steady, my movements calm and just focus on leading her in the right direction. No need to get any more sexual until we're inside.

I get her into my room. She checks her e-mails on my laptop while I mix drinks. Soon we are lying next to each other on the bed. To the unaware observer, we'd just look like friends. There's still no touching. I let the chat go for ten minutes and finally pull her in alongside me. Outside the hotel window traffic is whizzing past,



the hum of car engines drifting up to the fifth floor. Copenhagen is full of normal people going about their normal routine: carry out from Starbucks on the way back from lunch hour then meetings, deadlines and whatever else goes on in a normal office. That world is alien to me now.

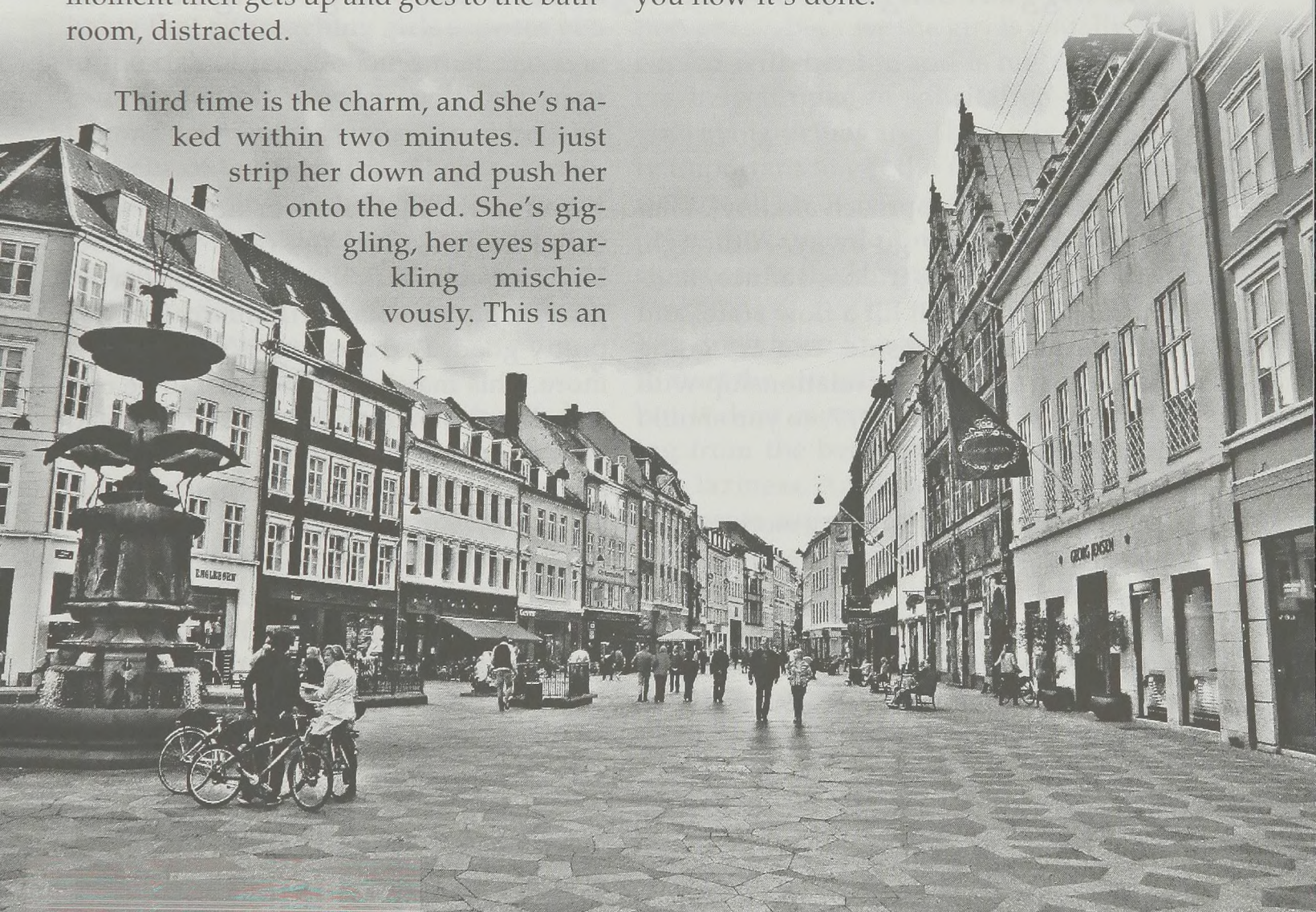
Karla resists and sits back up, tapping away on my laptop. I shrug and refill my drink. Cheap gin tinkles over a few cubes of ice, a crackling and popping coming from my glass. I sip slowly, savouring the liquid, pushing it around inside my mouth. There's nothing to worry about here. Girls usually put up some resistance, especially when it's this fast. A couple of minutes later, I pull her in again, feeling her warmth as she nuzzles in. She lies next to me for a moment then gets up and goes to the bathroom, distracted.

Third time is the charm, and she's naked within two minutes. I just strip her down and push her onto the bed. She's giggling, her eyes sparkling mischievously. This is an

entirely new experience for her, an unexpected adventure. This morning she woke up with a vague plan for the day: go into town, buy a couple of things, perhaps a coffee with friends. Yet, here she is naked on a stranger's bed. She's about to get a special secret story, one of those rare memories she'll keep with her for years.

It's good sex. Oral, anal, and I finish on her face. That's how it is with fast adventure sex. The girl resists a lot, and then just lets herself go for whatever she fantasises about. From meet to sex in two hours, and it's only my first morning in a foreign country. She tells me she's nineteen years old.

That's how daygame can be. Let me show you how it's done.





# STAGE 1.1 - MINDSETS

## **Goal: Feel good about daygame**

*Before we dive in, let's just be clear on something. You don't have to run a perfect set to get the girl. You just need to be noticeably better than the average guys she knows. That's it. Everything over and above that is getting into mastery. For now we are talking about getting you to basic competency. The biggest single problem beginners have is getting started.*

**W**e all feel 'approach anxiety'. That won't ever go away. Although, fortunately, it does reduce, and on occasions- you'll hit a flow state, and it'll temporarily subside. You are going to develop an intimate relationship with AA. It will follow you 24/7, so you should learn to recognize it:

- You wake up on a Saturday morning and are planning to practice daygame. Suddenly, your duvet feels very heavy. It's warm underneath and terribly cold outside. Is that rain you can hear? Oh, there's probably not going to be any girls out today. Might as well stay home and watch Game Of Thrones.

- You're taking a shower and brewing the morning coffee. You open YouTube. Might as well check a few infields from the pros before you start. Hmmmm. They're pretty good. Perhaps you'll watch a few more. This may be a good idea to be certain that the theory is fresh in your head before starting. After a few hours, you realize that Saturday has become a "home study day".

- You're out on the streets but haven't approached any girls yet. Probably best to buy a coffee and sit down a while. Perhaps do some shopping.



Daygame can be emotionally difficult, so our mind responds by developing excuses not to approach. These can be really obvious, such as deciding a girl looks too "busy" or too "scary". They can also be subtle, such as deliberately walking a route that doesn't have many girls on it, so you won't even get a chance to approach.

When these thoughts enter your mind, don't freak out. You aren't weird. You aren't a loser. **You are not the only guy who gets these thoughts.** They are so common we actually have a name for them

Avoidance Weasel.

These thoughts come from deep inside your animal hindbrain. Deep down you know that approaching girls exposes you to the risk of rejection and that rejection can be painful. Your ego will find ways to conduct mental gymnastics to bullshit you out of approaching. There's a mental battle going on between the part of you that wants to get good with women and the part of you that wants to protect your ego. So we call that latter part of you Avoidance Weasel.

He's a little bastard. A sneaky bastard.

He's always whispering into your ear, trying to talk you out of approaching. You swat him away, but he's soon back again. Learn to treat him like he doesn't matter, because he doesn't. Don't take him seriously. Tell him he's only allowed to talk you out of a couple of approaches. After that he has to piss off and leave you alone.

He's not going to barricade you in your mission to get girls.

Okay, let's move on.

## ATTRACTION

The first ten seconds are crucial in daygame, because they set the tone for everything that follows. Get those first seconds right, and you'll have a much easier time of the next ten minutes, the next ten hours. Before we go into the specifics of body language and words, let's talk about the energy you carry into the approach.

*It's all about the vibe.*

Daygame has a very short initial attraction phase, because the girl is usually occupied with her life and is not considering herself open to solicitation the way girls in nightclubs are. Thus, it is extremely important to get the first few seconds right with an overload of attraction. The primary way to do this is to be FUN. Seriousness is the kryptonite of daygame.

You don't have to wait until you're in set to start the attraction momentum rolling, but it does mean you have to be working from the beginning of your session - no laziness. Agree with your wing that your main support to each other is to keep yourselves out of your heads. What do I mean by that?

The better route is to chat with your wing about anything at all - football, politics, food, whatever - and have a genuinely



## In your head

**A symptom of low state in which you concentrate too much on yourself and your pick up prowess. You begin to micro-manage your behaviours, look to other people for validation and approval, and run through last minute cramming of pick up theory in your brain.**

**Remember the feeling before an exam when you're trying to rehearse questions and answers in your head to take the knowledge in "hot" to the exam room? You'll be doing the same with your routines. It kills your state. Before long you'll be rehearsing negative outcomes, tripping over the pedantic detail of openers, and gradually withering away, withdrawing into an anti-social AA-ridden shell. Don't go there.**

fun conversation about things that interest you. Your eyes are still value-scanning the streets for girls but your forebrain is engaged in a real conversation, and thus never has the idle hands to do the devil's work. Keeping this up will raise your states and lubricate the wheels of your social mind. This is internal, but it also has a real effect on the next girl. Think what the girl sees:

She's walking along a shopping street with her mind on her own matters. There's a sea of people around her, all anonymous, all pre-occupied and likely miserable. It's a seething grey mass of faceless humanity. Then her RAS suddenly triggers. She's a girl; there are things her genes program

her to notice, too, perhaps those two guys walking down the street towards her. They are lively, gesticulating to each other, laughing, and having a great time. They are having fun in their own world, at ease with what is around them. Trust me - you will stand out in her RAS.

You've already built value in her mind before approaching. You have made yourself stand out from everyone else and projected a positive aura. She will now be far more receptive to your open, because she already thinks you are the warm end of the pool. The perfect combination:

**You** - Out of your head and socially ready.  
**Her** - Warmed up with pre-approach value recognition.

## THE FUN VIBE

Men have a fight or flight response to aggressive interloping males. Girls are different. When a man walks into a party, he instinctively scans the rooms for threats and for the exits. He likely stands with his back to a wall and the exits in view. When a girl walks into a party she scans the rooms to determine the social relations: who is dating who? whose relationship is in trouble? who fancies who? They are wired completely differently. Which leads us to a fundamental principle of game:

*Men and women think very differently.  
Women are not simply men-with-tits.*

It is tempting for men to project their own mindsets onto women. Beginner daygam-



ers are notorious for trying to "logic" girls into liking them. Men see the world as a flowchart of logically-connected propositions to be sorted into order. That's why they are attracted to Game models that follow a process like Mystery Method. But this is not effective. Men and women are different!

Girls **do not** have a fight or flight response to aggressive interloping males. They couldn't possibly fight, and they wouldn't need to. Instead they have a please-or-appease response. Women are hard-wired to befriend and sooth aggressive men, so as to avoid trouble. This has a momentous impact on how we perform daygame. You must rid your mind of male projection. Don't think how **you** would react to the London Daygame Model. Try to imagine how **she** reacts.

And then when we test it on the street, we'll have real experiential feedback to compare to our expectations.

Every single time you go into set, this dynamic is bubbling in her as she gets a huge adrenaline rush. As a modern girl in a modern civilization, she simply hasn't learned to recognise and control this energy. Think of your behaviour when you jump into a pub altercation - your heart races, butterflies roil your stomach and you probably suddenly need a piss. Mistakenly, you label those symptoms as "fear". Why wouldn't you? You've grown up in a pussified society where all of the savagery of nature, red in tooth and claw, has been sanitised out of life. There's a good chance you've never had a fight in

## **RAS – Reticular Activation System**

**This is a term from Neuro-Linguistic Programming (NLP) to describe the way people always notice and gravitate towards the things in their environment that brings value at that point in time.**

**For example, if you're sitting in a lecture and really hungry then if someone walks past carrying a plate of hot steak you'll forget your lecture and turn your head to the plate. Likewise, if you're in a café reading a book, and an extremely hot girl sits in the chair opposite to you, you'll start losing track of the story. Everyone has an RAS. A man's RAS will activate on signals such as a female shape, a swaying of hips, long legs, a female giggle. A woman's RAS will turn her head for masculine outline, booming voice, confidence and other positive masculine traits.**

your life (if no one ended up dead or in the hospital, then it wasn't a real fight). Instead, you've been sitting in a classroom for years, then a cubicle in the office, with your manhood rotting away.

This adrenaline is raising you into a heightened state of readiness and priming you for action. Until you label it "readiness", you'll mislabel it as "fear" and let it cripple you.

Why say all this? Because the girl feels the female version of readiness as a please-ap-



## Visualisation Exercise

**Stand up in the privacy of your own room without any distractions. Close your eyes and relax your breathing.. Now start to visualise being the kid on his way to the sweet shop. Feel the warm summer air on your skin, hear the birds chirping from the trees in the gardens as you walk past them. Immerse yourself in the daydream with all five senses playing a role. Take your time. Once you are genuinely feeling the state of heightened jovial excitement, anchor it.**

**Place your hand on your heart. Under your breath, whisper the sounds of an excited heartbeat (boom boom.... boom boom). Visualise seeing a girl's arse swinging from side to side as she walks, begging you to fuck her. Do each part simultaneously.**

**Repeat this process over and over again, day after day. You'll get gradually quicker at slipping into state, and the anchor will get stronger until simply doing the anchor will bring about the state. It's not magic, but it's a very useful piece of self-direction to raise your state. Next time you are out on the street and see the girl you want to approach, put your hand on your heart and repeat the anchor. Then, approach immediately.**

pease response. It's innate. When you're standing right in front of her on the street, she gets a jolt of adrenalin. She mislabels it fear, and she's ready to flee. Now can you see why seriousness is kryptonite?

If you come at her all serious, what associations are likely to spring into her mind?

- He wants something.
- Is he going to attack me?
- What's he selling?
- Is he weird?

Girls mirror whatever vibe you give them, following the man's lead in everything. So what would be the best possible vibe to impose onto a girl?

- This is fun.
- This is safe.
- Crazy things might happen.
- Adventure.

Before you can get the girl feeling this you have to feel it yourself. Standing in a corner shaking with approach anxiety won't get you there. The fastest route to the fun vibe is to visualise and rope your wing man in for extra support. Use this affirmation:

*The street is my playground.  
I'm here to play.*

You can literally visualise this and build in a few NLP anchors. Think of yourself as a child again, walking to the sweet shop to buy a bag of your favourite candies. It's all fun, and you are doing the selecting.

I used to get 70p pocket money on a Saturday morning from my granddad. I'd



get really excited to see him, give him a hug and then run off to the sweet shop with my brother. As we walked through the door the excitement would build. We'd be hit with a kaleidoscope of colours from the rows of boiled sweets such as cola cubes, sarsaparilla tablets, rhubarb and custard, black bullets and spend ages thinking, "I want that one.... and that one.... and that one."

That's the state of excited playfulness you should bring to daygame. The streets are full of different girls, a veritable kaleidoscope - dusky Mediterranean, surly Russian, cute little Asian, fiery Latin - and you can go pick any one of them to talk to. Reinforce your visualisation by adding an NLP anchor. This is a pre-programmed combination of visual, aural and kinesthetic cues that trigger a feeling in your mind and thus change your state from where you are to where you want to be. Here's an example of mine:

## ***NON VERBAL CUES***

Building a playful vibe will naturally express itself through your body language in all kinds of micro-behaviours that you might not even notice. This is a good thing. The girl will feel the link between the subconscious micro-behaviours and the trained large behaviours. She's programmed to feel this in her gut and respond accordingly. Nonetheless, you should still train what you can.

Have a confident, open swagger to your walk, like the street is your street and eve-

## **Danger and Play**

**"The true man wants two things: danger and play. For that reason he wants woman, as the most dangerous plaything." - Friedrich Nietzsche**

**The best seducers present an exciting contrast between hard and soft dominance, between steel and velvet. They have strong boundaries, physical presence, swagger and an unapologetic belief in putting themselves first. That same man also has an unabashed love for life whether its food, ale, companionship with his band of brothers, or intimacy with a sweet woman. As you progress on your daygame journey, you will begin to clearly define what you want from life, and then, take it from the world.**

**Most new daygamers are missing something in life. It's precisely this sense of lacking which draws them to the community and energises them with the drive to improve. Girls can sense this in your vibe. For example, I used to be bitter and angry about my divorce and the state of my country as it slipped further into socialism and barbarism. This bitterness and anger resonated from me and queered my sets because girls are repelled by such emotions.**

**Compare this to how I am now, or how you see men who you consider "cool". They are chill and happy. Their life has a balance of danger and play. Eventually yours will, too. Daygame helps you max out both sides. The emotional rollercoaster you embark upon will give you all you can handle in exciting highs, despondent lows and a passion for the fun of life. Welcome it.**



## Fun Guy

**Note, I say “fun” and not “funny”. You don’t get the girl by being a comedian. Your vibe will be self-amusing, showing that you love your life and you believe in what you’re doing. That’s completely different to telling jokes.**

**When a comedian is on stage he is qualifying to the audience. Just watch some stand up. They are trying to make you laugh. They are trying to entertain you. The frame of the interaction is they are doing things for you. You’ve paid for your ticket, and now they have to deliver laughs. Once this sinks in, you’ll see how supplicating and unattractive most comedians are, even the famous ones. Funny, talented guys – yes. Charismatic and sexually attractive – probably not.**

ryone else is a guest. Don't go all macho - you aren't the gangbanger in his own hood. It is very easy to overplay the danger angle in daygame. As you get more advanced, you can better work with the risky aspects, but for now, take it easy.

Laugh and smile a lot with your wing. If you are solo, have a barely suppressed smirk like you are remembering a private joke or just a general look of content on your face (i.e. no scrunched eyebrows or frowning lips). Exert your chest out, shoulders back, and chin up.

Exaggerate your gestures about 50%. So

when your wing says something, grab his upper arm, turn towards him, point, tip your head back or whatever it is but really sell your response to what he said. Treat him like he just said the funniest and coolest thing in the world. He will do the same back to you and you both feel great. It's self-direction to raise state and you stand out from the crowd. Don't worry if it takes a little time to calibrate, and if you come off as weird at first.

Act with benign politeness to everyone else in the street who isn't a target. When a charity mugger tries to rope you in to donating money, give them a wink and a cheerful "no thanks". Don't let the hurly burly scrum of the crowd drag you down. You are bringing happiness and fun everywhere you go.

The entire London Daygame Model is based on congruence and authenticity. You are not pretending to be a fun guy, you are **actually being the fun guy**. These tricks are intended to lead you there faster but you really do become that guy. Don't forget that you can be that guy even when you're not hitting on girls. Talk to shop assistants, be friendly and polite to everybody, play with dogs in the street (a great way to build state!).

## SUMMARY

You have developed a positive mental attitude that is appropriate for day game. You feel that talking to girls in the street is the most normal thing in the world. You want to have fun and go play. It's amazing that something so much fun is actually free.



# STAGE 1.2 -

## THE EMOTIONAL ROLLERCOASTER

**Goal: Realise what you're letting yourself in for**

*The 'player's journey' exposes you to extremes of emotion that you may not expect. It is like a tiger raised in captivity being released from his cage into the wild. When an animal is raised in a zoo, it is confined to a daily routine and structure.*

**T**he zookeeper removes risks by providing regular feedings (starvation risk) and controlled lodgings (exposure and predation risk) all of which constrain the normal development of the animal. The animal's socialisation is retarded. The tiger doesn't get to roam the wilds, engage with its fellows, absorb the sights, sounds and fauna of its natural habitat. It essentially becomes a house cat. As a man in Western society this is your

natural state – a house cat. Whereas your ancestors raped and pillaged the villages of rival tribes, fought deadly struggles in the jungles of Vietnam, and strived to make something of themselves in a world where starvation and pestilence was an ever-present threat.... the modern Western man leads a coddled existence. He is denied the opportunity to engage his full masculine nature.



When was the last time you have a fight? A real one, where adrenaline churns your gut so badly that you almost pass out. Where teeth fly out and knuckles are broken against skulls. Someone ends up in the emergency room.

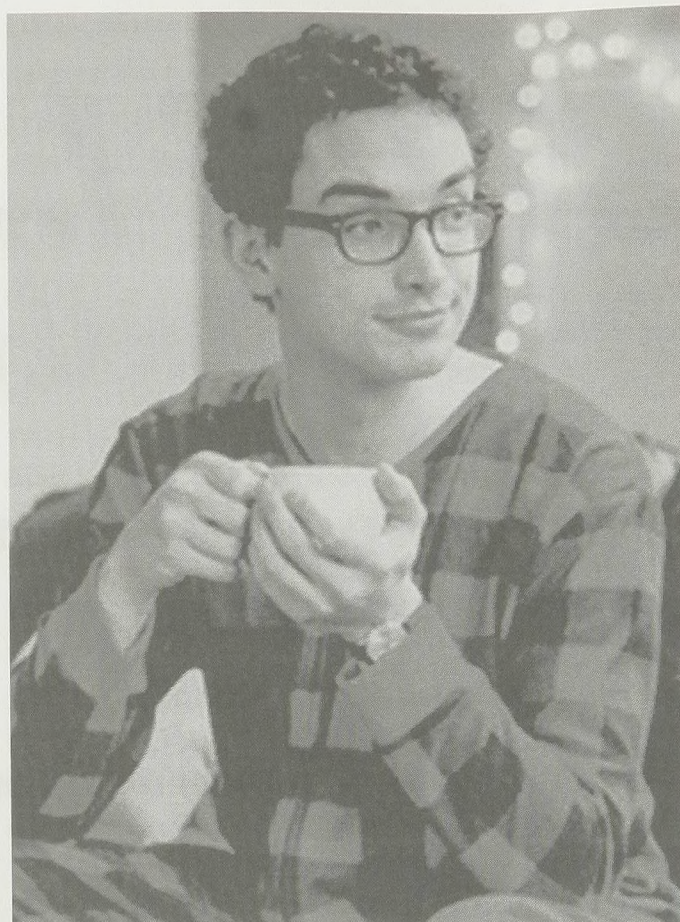
When was the last time you went two days without eating? In the mining towns of 1920s, America men would ride the rods of trains town-to-town looking for work just so they could eat.

When was the last time you were in a situation where one wrong move would lead to your death?

Society no longer challenges us with adversity and uncertainty. Our emotions are constrained in narrow bands of mediocrity. Like a horse drawing a cart up the same pit road every day, the blinkers don't come off. There is no emotional rollercoaster, just a flat straight road. And we hate it.

Deep down, anxiety builds as we are estranged ever further from our masculine nature. Strange things happen as we act out, desperate to recapture inner peace. Perhaps we become adrenaline junkies, jumping dirt bikes for ESPN. Perhaps we drink to excess and get into needless bar fights. Perhaps we watch Fight Club a dozen times then do nothing about it. Or perhaps we are so far gone that we've become this:

When Pajama Boy above decides to do daygame, he's in for a shock. Put aside the fact that he's an androgynous pussy whose snarky effeminate grin repels



women. Just consider what he's letting himself in for:

- **Extreme levels of rejection** – If he approaches twenty women in one afternoon, he'll probably get hard blowouts from ten of them, soft blowouts from about eight, and maybe two mild hooks that lead to flaky numbers. That's more rejection in one afternoon than he's likely had in his whole life up to this moment. Daygame concentrates and purifies rejection.

- **Constant self-reflection** – While walking the streets, he is constantly and acutely aware of his emotional state. He knows that he needs good vibe to hook girls, so he's constantly worrying about maintaining such a good vibe. Daygame forces you



to monitor and control your moods because the penalty of not doing so is more rejection.

• **Honest social feedback** – In his normal life, Pajama Boy has a circle of friends, family and colleagues who all accept him on some level. There is a well-worn routine of how they interact with each other to maintain social politeness. Those people who strongly dislike him or want nothing to do with him are not in his life on a daily basis. Therefore, his daily life is mostly rejection-free. Such a web of social networks mean people are constantly moderating their behaviour and smoothing over the edges of awkward social contact. Just imagine when a co-worker tells a poor joke in a meeting – people don't just get up and walk out on him. When daygaming, girls have no such constraints on their behaviour. How they respond will tell you exactly what they think of you and you're getting these comments a dozen times a day. It forces you to take a long hard look at yourself (and in particular your sexual market value).

If you consider normal life like being safe inside a tank on the army base, daygame is like driving that tank to the battlefield and then getting out of it to fight the battle with your bare hands. As far as your ego is concerned, you are actively seeking out trouble after a lifetime spent cocooning yourself away from trouble. Thus the emotional rollercoaster.

It reminds me of a Teddy Atlas quote I heard on a boxing telecast, twenty years ago. Teddy was Mike Tyson's first coach.

To paraphrase:

There's no such thing as a good boxer I don't know about. To get good you must fight good opposition, and if you're fighting those guys, I'll have heard about you.

The idea that there's a talented well-developed fighter hidden Kung-Fu Panda-like deep inside an unknown prodigy is ridiculous. It's the very process of building a career against diverse progressively stiffer opposition that creates the fighter. Without the process, there is no fighter. The journey can't be skipped. The zoo-bound tiger is denied that process of growth and then suddenly released into the wild without the seasoning to compete. Freedom combined with skills is liberating. Freedom without skills is terrifying.

Prisoners and long-term hospital patients can suffer from institutionalisation. Humanity's greatest evolutionary advantage is our ability to adapt to new environments and modify our behaviours, thoughts and emotions to fit in. This becomes dysfunctional in periods of lifestyle upheaval as we clutch at lifelines of the old routine. The daily grind of an institution, be it prison, an long term romantic relationship or the office, conditions us with certain expectations, partitions off other potential thoughts and behaviours and puts us into a comfortable well-worn rut. The normal pattern of modern social life functions precisely this way because modern city life is atomising. If you spend your whole live aboard the Blue Pill Express you have no



control over the destination. Your life is merely passing each station in turn until the end of the line. Work, relationships, entertainment, socialising.... it's easy to passively accept the artificially narrow bounds upon which society has mapped out your life and to surrender decision-making.

This is why I call the 'player's journey' an emotional roller-coaster – you break out of the zoo. A chode's life is constrained by social conventions and office routine. Usually, his day is planned quite literally to the minute.

7:00 – Alarm goes off.

7:10 – Put on coffee pot, eat Quakers Porridge with semi-skimmed milk

7:20 – Shower

7:35 – Open closet, pull out shirt, suit, shoes in that order. Hang them on back of door-frame.

I'll stop there. Most people's lives are extremely routinised. It's efficient and psychologically comforting. There's a spot for the long term girlfriend in that safe routine and by following social conventions we are deluding ourselves we have escaped the rigours of the sexual marketplace. Just because you ignore a risk, doesn't mean the environment isn't risky. Routine is a buffer.

So you step out of your gilded cage and into the wilds of Game. What happens then?

You realise your whole life is *your responsibility*. The zoo-keeper isn't feeding you

or temperature-controlling your cage. It's all on you now. Sex is something you have to go out and get. The nature of the relationship is for you to determine. Pretty quickly you realise girls are only part of the picture. Everything else is yours to determine:

- your fashion
- your body
- your work path
- your friends

Your life is a project to be managed not a series of orders to follow. Your happiness is your own responsibility. It's both liberating and a psychological burden. Like the tiger released into the wild, you must catch-up and learn all those coping strategies that you should've learned as a cub. You can only learn by doing.

*It's the very process of following the Player's Journey, with its myriad highs and lows, that builds character. Adversity makes the man.*

You must go out and live the life. This is why you can't hide yourself behind internet forums. You can't just buy some cool clothes and VIP tickets. You can't just inject steroids and call it confidence. You can't just reality-weave yourself to strong inner-game. Unless you've actually gone out and done the real work the house is built on sand. Your ego will push you back into the gilded cage. Be ready for it. It's a natural response to the extreme emotional duress that Game places you under. Common traps include:



- Lionise a long term relationship with a “quality woman” and announce your exit from the Game. Fall back into the feminine imperative’s frame and assume all the old chode-risks while telling yourself you have “won”.

- Delusional ramblings about having become alpha / self-actualised, above the mere minions around you.

- Disappear into “value-building” hobbies that require no compliance from the world but give the illusion of moving forwards.

All three of the above are buffers to patch up a delusional reality and ease away from the psychological rigours of the Game, and also (in rare cases) potentially pleasant end-states for men who have actually arrived there at the end of the rainbow. You really have to know the man to know which it is. Usually, it’s a buffer. The lady doth protest too much.

You’ll become a better man by enduring the hardships, the introspection, the identity change and forming the mindsets and habits to cope in the wild. It’s tough. You must learn your lessons the hard way. The temptation to return to your gilded cage will be strong.

Take heart. This is why daygame is special. It changes you. If you use Tinder to hook up with girls you are taking an easy route (and scraping the barrel of quality). and although, you get laid you see no personal development. No matter how many girls you fuck from Tinder, you never im-

prove your ability to get better girls. It’s not transferable. Picking up girls in bars is a step up – you do actually need to develop skills, and the stresses of the experience will build you – but because bars are socially-conventional ways to meet women (and also propped up on alcohol) it means the personal progress is slower. You make progress, but it’s inefficient.

I’ll go out on a limb and declare:

*There is no faster, more comprehensive or more precise way to build your personal charismatic value than daygame.*



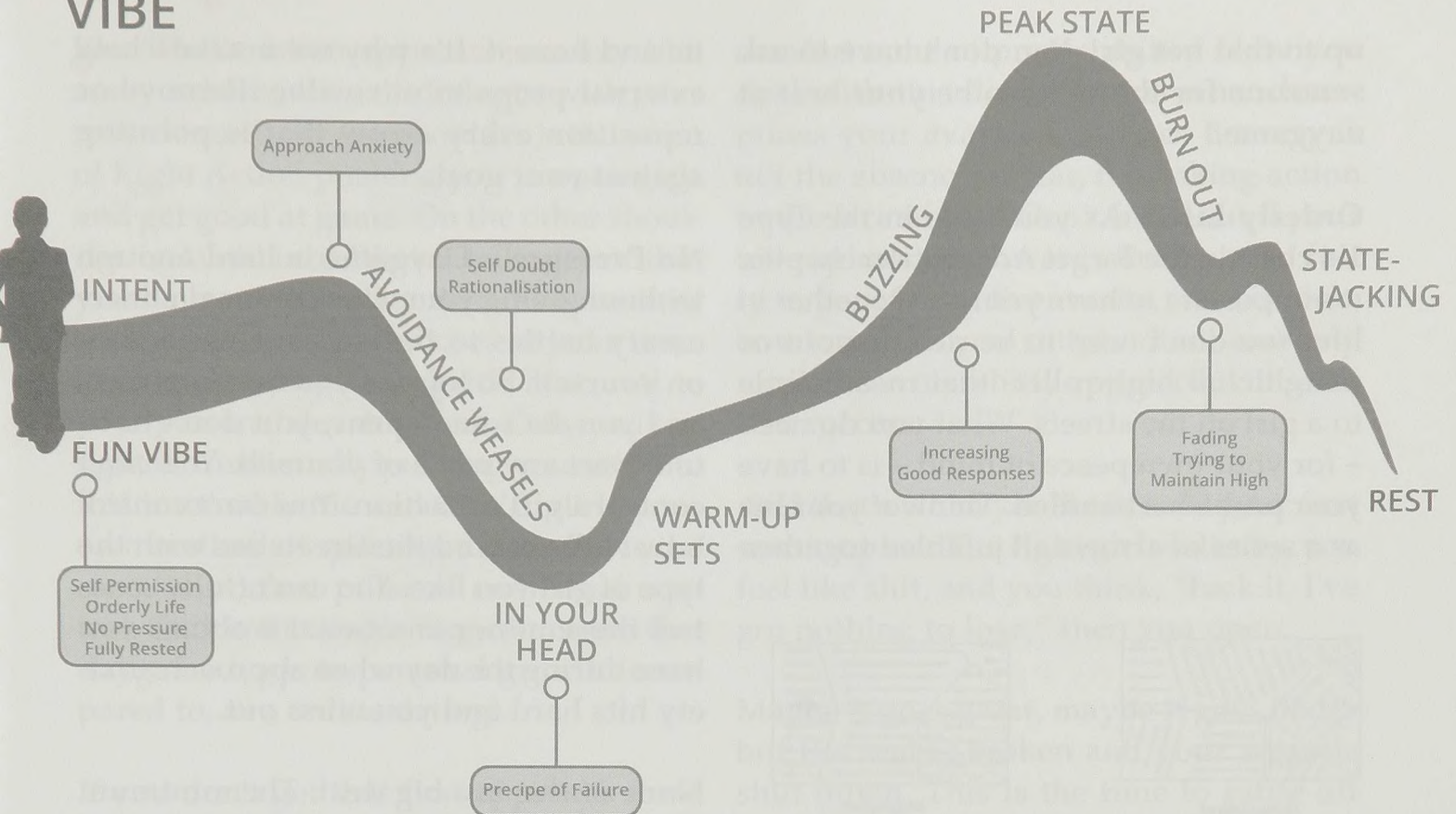
# STAGE 1.3 - YOUR VIBE

**Goal: Understand how it feels out on the streets**

*Daygame is an emotional roller-coaster. Let's discuss how it works in one single session of daygame. The flowing line through the centre of the diagram represents your vibe which is a combination of your horniness, sexual intent and general peace of mind. As the session progresses, it will oscillate in a predictable manner. Expect this. If you find your vibe fluctuating wildly over the course of a four-hour daygame session, that is normal. This happens to other guys as well.*



## VIBE



**W**hen you wake up you have a default vibe based on how your life is going. There are four elements you can work on that feed directly into improving your vibe:

**Self-Permission** – Give yourself permission to be cool and to hit on women. The world isn't going to come knocking on your door and present you with the Keys To The City. You have to go out and get them yourself. Have you noticed that invisible ball and chain around your ankle? It's the dead weight that stops you from being who you want to be. Have you ever been in a position where there's something you want right in front of you but you don't feel entitled to have it?

- You see a guy wearing a cool jacket and think, "I can't wear that. I'm not cool enough to pull it off"
- You see a cool bar and think, "That's not my type of place. It's just for the cool kids."
- You see a hot girl and think, "I could never get a girl like that. I'm just an average guy."

Nobody is going to give you permission to be cool. It's a decision you make on your own and once you've made it, nobody can stop you. Decide you'll wear that leather jacket, or you'll wear those skull rings on your fingers, or you'll walk



up to that hot girl. You don't have to ask someone for the right to be your best at daygame.

**Orderly Life** – As you'll see in the Type 1-4 chart in the Target Acquisition chapter, it's important to have your shit together in life. You don't need to be rich, famous or a nightclub high-roller- that means little to a girl on the streets. What you do need – for your own peace of mind – is to have your problems handled. Think of your life as a series of arrows all jumbled together.



Unmagnetised



Magnetised

When your life is disorganised your arrows are pushing in different directions, taking you away from your mission. Perhaps you're worried about work, or money, or health, or you've just got a messy house and you drink too much. If there are any areas in your life which drag you down, then it will leak into your vibe as a **lack of conviction**. In contrast when you have your shit together it's like magnetising the iron and pulling all your arrows in one direction. Now, your vibe projects a clear sense of purpose and you're a man on a mission. This is attractive and will reflect in your vibe.

This is why inner game is so important to daygame. You must believe you have the right to do this and that girls want to be approached. It's why we must be authen-

tic and honest. It's why we must eschew external props to our value. Remove or reposition every arrow that is pointing against your goal.

**No Pressure** – Daygame is hard enough without giving yourself additional unnecessary battles to fight. Learn to be easy on yourself. So long as you hit the streets and you do some opens, you don't have to expect any more of yourself. You can't control a girl's reaction. You can't control how well-stocked the streets are with the type of girl you like. You can't (fully) control those minor emotional wobbles you have during the day when approach anxiety hits hard and you wuss out.

None of this is a big deal. The minimum target is to get onto the streets and open some women. Free yourself of the pressure to achieve any more than that. When the good times are ready to happen, they'll happen.

**Fully Rested** – Many top body builders will tell you that the work they do in the gym is only a tiny part of their routine. Great physiques are built in the kitchen and the bed by eating right and sleeping well. with the same applies to daygame. If you are getting shit-faced drunk on Friday night, throwing a Big Mac down your throat on the way home, and then crashing at 4am- then *of course* you will feel shitty the next afternoon. Make sure you wake up each morning feeling fully rested, so your brain is alert, and your body is ready for action.

As you begin walking the streets, feeling the fun vibe you'll begin spotting girls you



like. That's when approach anxiety hits and you being the self-dialogue with your inner weasel. On one shoulder is the voice of Right Action pushing you to open girls and get good at game. On the other shoulder is Avoidance Weasel telling you that you'll never be good at this, it's a waste of time, and there's better uses of your time. How you manage this battle is crucial to your personal development. Only you can fight it. Continually pushing yourself into this internal battle and then finding your own method of quieting the weasel is the most important pillar of emotional control. This is the single biggest reason that daygame leads to personal growth (compared to, say, online dating).

If you don't get that first approach done quickly, this dialogue will drag on, and soon you'll begin feeling self-doubt and create rationalisations to manage the negative feelings. Self-doubts will spiral out from your pre-existing inner game issues. Common ones include:

- I'll never get good at this. It's too hard.
- I'm wasting so much time walking the streets like this.
- My value isn't high enough to just pick up a hot girl on the street.
- If the pros only lay 5% of the girls they meet, what hope do I have?
- Why would a girl choose me over all these other cool guys I can see?

You **will** get these doubts. Actually, having the doubts is not the problem. It's the normal sign of a healthy mind pushed into an emotionally volatile situation. Your ego wants to return you to your

comfort zone of predictability. How you deal with this discomfort is what determines your eventual success. Bravery is not the absence of fear, it is taking action in the face of fear. Don't freak out if your vibe spirals downwards until you're fully in your head. Eventually, it'll hit rock-bottom when you simply don't care any more. Even one shitty approach will seem like success.

And that's when you'll often do your first warm-up set. The right girl walks by, you feel like shit, and you think, "fuck it, I've got nothing to lose," then you open.

Maybe it goes great, maybe it goes badly but the seal is broken and your weasels shut down. This is the time to rattle off some warm up sets and enjoy your rising vibe. After a couple of good responses (or simply the absence of shitty responses), momentum builds. Now, you are entering the fun part of daygame – your vibe is buzzing, girls are reacting well, and with a bit of luck (Yes/Maybe Girls) you get the sparkle of street attraction and take some numbers.

Eventually, you hit peak state, where your body responds and puts you into the moment. Now, your energy and calibration is dialed in to the streets and you glow with happy social energy. You feel like you could open any girl so you do – bus stops, cafes, clothes stores, anything outside your bread-and-butter street stop. Numbers pile up.

Nothing lasts forever, and you can't sprint an entire marathon. Usually, after half an



hour or so, your vibe starts to falter, it's just too demanding to stay on top of the world. Your arms and legs fatigue; your buzz drops; you start stumbling over sentences and teases. You can feel it slipping away. Usually, you'll mourn the loss of peak state and begin attempting to state-jack yourself.

This means adopting little mental tricks to artificially boost your state back up to its peak. Perhaps you have a pint of beer. Perhaps you go into a quiet street and do some visualisation exercises, or stretch off and try to pump your physiology. Or maybe, you try some high-challenge

opens. You are flailing around for a way to recapture the magic.

It's not going to happen.

Your body wants to shut down and rest. You aren't designed to be in peak state for long. By all means make yourself squeeze out a few more quality sets, because perhaps one of those girls will turn into a lay. Just make sure you don't punish yourself for "failing" to remain in peak state. It isn't meant to be.

Get some rest. Recharge. Get ready for the process to reset the next time you go out.



# STAGE 1.4 - AVOIDANCE WEASELS

**Goal: Admit how you bullshit yourself out of approaching**

*Approach anxiety is a powerful force that will twist your mind in all manner of unexpected ways. Rejection hurts your ego, so your ego will be ingenious in its attempts to prevent pain and to bullshit you out of approaching.*

**Y**our weasels will shift over time and frequently you can't really see them. Here I list the common weasels and give a rationalisation you can employ to suppress the weasel.

**"She's too hot"** - It's rare for a man to be immediately disqualified as out of a girl's league. So long as you are well-presented and open with conviction most girls will stop and give you a chance. Girls enjoy attention and compliments for the sake of

it, so even if her first reaction to you is, "I don't much fancy him," she'll still likely stop and accept the compliment while basking in the pleasant glow of male attention. This gives you a chance to work and get your value out. Hotter girls are usually opened less than merely pretty girls precisely because all the other men find them intimidating too. It is normal in the SMP for a charismatic man to pull girls within three points of his own looks. This means if a man is a 6 in look he has a



shot at a 9. Not a good shot, but it's possible. It'll be easier for him to get the 8 and easier still the 7, but the 9 won't be ruling him out immediately on looks. If he brings strong personal charismatic value to the interaction, and he is somewhat her type, she'll give him a chance and see what happens.

**"She's not hot enough"** - Your intent is informed by your masculine core and your desire to have sex with the girl. Don't let your ego tell you who to approach. If you find yourself thinking "I'm only in this for the top tier girls" when you currently aren't even dating the tier-two girls then you're weaseling. Improving your quality is an incremental process in which you build on the base of sexual abundance you already have. When you're regularly banging sixes with the occasional seven your next incremental advance is to get regular sevens with occasional eights. Your dick will give you the answer – does it want to bury itself inbetween that girl's legs? If so, she is hot enough.

**"She's too busy"** - No girl is ever too busy to meet the man of her dreams. Girls will often *look* busy, because they are on their way somewhere, and their mind is in the future. Thus, the time spent walking is just an inconvenience to be shortened by walking faster. This bears little relation to her receptiveness to a confident approach. Even if she only has a minute spare before her train arrives she'll let you take her number if she likes you.

**"She's probably been opened already"** - Imagine you're sitting on a bar stool in a

sleazy singles bar, sipping a whiskey. A fat, unattractive girl comes up and starts flirting with you, touching your chest with her grubby hairy fingers, a snot dribbling out her nose. You can smell sweat, possibly dried piss, coming from her. Disgusting, right? Now imagine you send her back to whatever rock she crawled out from under and then the same thing happens again – a second unattractive woman. And again. After an hour in the bar you've been hit on by ten unattractive women and dismissed them all. An eleventh girl walks over and.... she's a stunner. Slim waist, tight ass, round breasts, pretty face. This girl is a top-tier beauty. And now she's hitting on you. What do you do? I'll guarantee what you *don't* do is dismiss her, saying, "No, you're just the eleventh girl to hit on me, and I had a bad experience with the first ten." People recognise value. If you deliver a good open on a girl, and she likes you at all, she will not connect your approach to those previous approaches the chodes did on her. Value is value.

**"She looks like a bitch"** - Think of how many times you've walked down the street without a smile on your face. How many times have you been thinking deeply about something, perhaps money trouble or an approaching work deadline, and you haven't bothered to monitor your facial expression to keep it happy and inviting? That's normal life. Some girls will wear their mood on their face, especially if their mind is free. Any time a girl has something on her mind, her face is no longer a reliable indicator of her receptiveness. She's not a bitch, she's distracted.



**"She's waiting for someone"** - So make it quick. And if the friend shows up just tell them what you're doing: "I'm just chatting up your friend here, I hope you don't mind". If it's the boyfriend that turns up tell him "sorry, I didn't realise she was taken." No harm, no foul.

**"She's got headphones in"** - This is a guarantee that she's listening to music and thus in a fairly lyrical and flowing mood. Before delivering the opener just gesture with your hands for her to pull out the headphones. They always do.

**"A girl like that will definitely have a boyfriend"** - Never let yourself be off-put by a boyfriend. If she doesn't want to date you that's her business and she'll tell you. Don't ever give her a reason not to fuck you - it's up to her to figure it out. A girl in a relationship can be anywhere on the spectrum from "deeply in love" to "bored and looking to jump ship". The existence of a boyfriend means nothing. She will decide if it matters to her, not you.

**"My vibe isn't right today"** - If you wait for your vibe to improve it'll never happen because the cause of your crappy vibe is your ego and it will happily keep you in stasis until you walk home and the risk of rejection has been avoided for another day. You can always jack up your vibe by rattling off a string of low-commitment approaches, or by deliberately having the "cold shower effect" of going strongly direct on the first super-hottie you see.

**"I'll just walk around a bit first"** - It is always best to deliver your first open

as quickly as possible, the moment you step onto the street. You need to break the duck. Allow yourself five "junk" approaches where you are approaching just for the sake of it with no regard for the outcome. Get those done, then focus on to trying to get good responses.

**"It's too cold / too wet / too windy"** - If it's lashing down with rain, and nobody is on the streets, you can still go to the shopping mall. There is such a thing as ungameable weather, but it's far rarer than your avoidance weasel would have you believe. I've SDL'd girls in driving snow before.

The reality of weasels is that the enemy exists only in your own head. The reasons to avoid approaching never involve the streets themselves. The streets always have girls on them who want to meet high value men.



# STAGE 1.5 - REFERENCING

**Goal: Look internally for your sense of value and meaning**

*Your personal journey through daygame will be a gradual process of becoming increasingly internally-referenced. The above diagram explains the main elements which I'll analyse here. First a word on definitions.*

**External referencing:** You derive your values, mood and sense of purpose from other people.

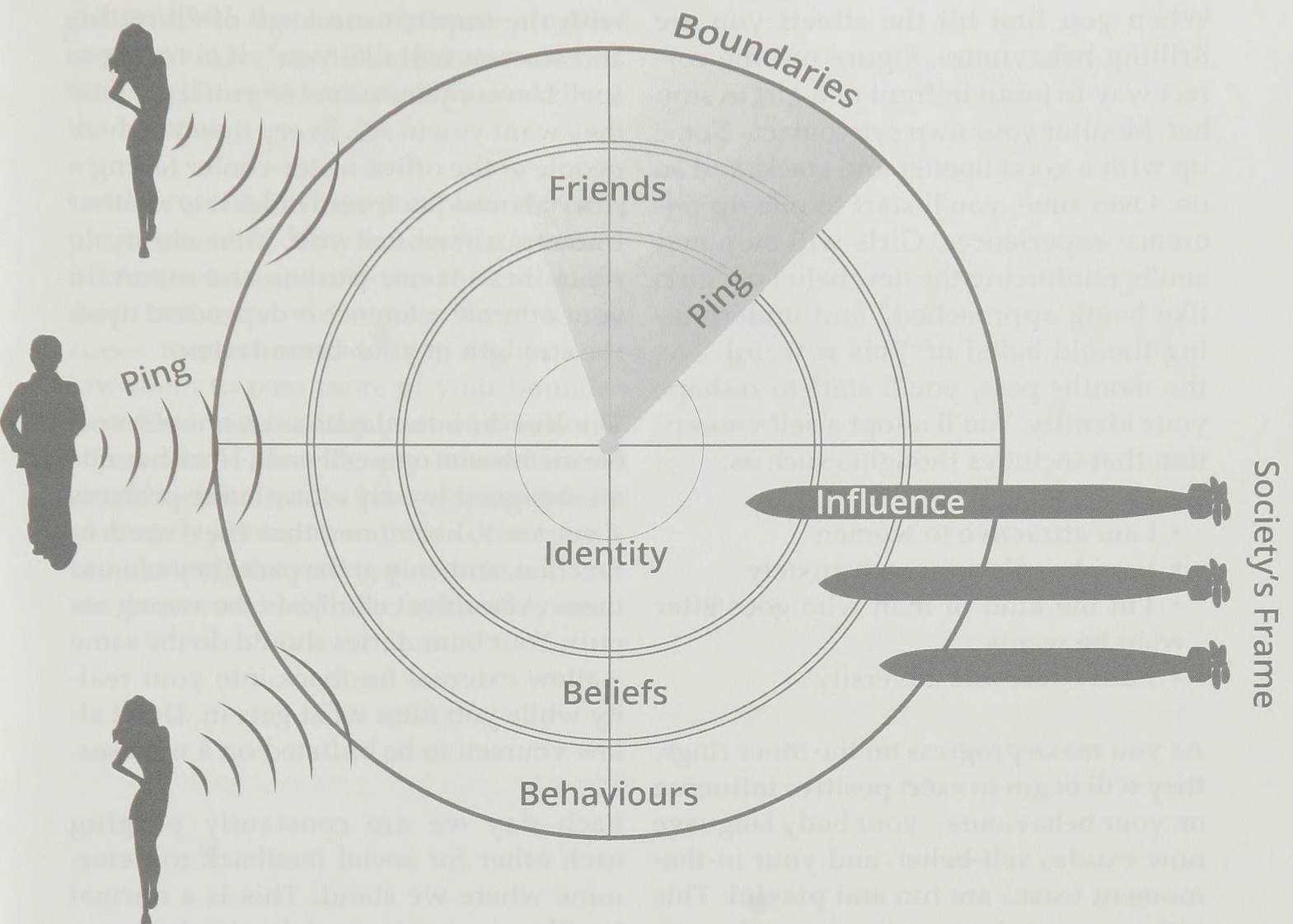
**Internal referencing:** You derive the same things from inside yourself.

Think of your personality as three concentric circles, each with a semi-permeable membrane around it. In the middle is your **identity**, your conception of who you are and what is really important to

you. This is the most deeply-rooted part of your personality, the most resistant to change, and the primary driver of what you do. Outside this are your **beliefs** about how the world works, how people are, and your estimations of cause-effect relationships that allow you to predict events. Beliefs are not subject to the same inertia as Identity but are still difficult to consciously change. Just try making yourself believe the earth is flat. Beliefs change over time as you acquire reference experi-



# REFERENCING



ences that invalidate existing beliefs and support new beliefs.

For example, you may believe Brixton is a safe area, and then you get mugged there. This new reference experience (being mugged) undermines the “Brixton is safe” belief and leaves you open to the new belief of “Brixton is unsafe”.

The outer ring represents **behaviours**. Many behaviours are formed through habit and not from direct conscious awareness (i.e. how you make a cup of coffee while on “autopilot”), but they can

all be brought under conscious control quite easily by making the effort. Behaviours are the easiest to drill to learn new improved versions.

For most people, the inner rings overpower the outer rings just as in a Medieval castle the inner towers are higher than the outer walls and can fire down upon them. When beginning the process of personal development the quickest fix is to focus on your behaviours and work inwards, like an army besieging the castle must first get over the outer walls. So:



When you first hit the streets you are drilling behaviours. Figure out the correct way to jump in front of a girl to stop her. Monitor your own eye contact. Come up with a good opener and stack, and so on. Over time, you'll start to pile up reference experiences. Girls will stop and smile, reinforcing the new belief of "girls like being approached" and undermining the old belief of "this is weird." As the months pass, you'll start to reshape your identity. You'll adopt a self-conception that includes thoughts such as:

- I am attractive to women
- I can handle approach anxiety
- I'm the kind of man who goes after what he wants
- I can overcome adversity

As you make progress on the inner rings, they will begin to exert positive influence on your behaviours – your body language now exudes self-belief, and your in-the-moment teases are fun and playful. This is the process of internalisation, of becoming a Natural.

Not all of your feedback is positive. Society is constantly trying to exert it's own frame over you. Society wants you to be obedient, dutiful, tax-paying and to fall in line. Using the submarine metaphor of the diagram, society's influence is like torpedoes fired in an attempt to sink you. This is external referencing trying to wrest control away from your newly-developed internal referencing.

Every time you see an advertisement selling you a shirt, a beer or a fragrance

with the implicit message of "buy this and women will like you", it is trying to snatch away your frame so you'll act how they want you to act. Every time you hear people at the office water-cooler telling a story about a lay from Tinder it is another frame-push against you. Your ability to repel these frame-pushes and maintain your internal reference is dependent upon the strength of your **boundaries**.

Think of the boundaries as a semi-permeable membrane on a cell wall. Healthy cells are designed to only allow in the proteins / sugars / hormones that they need to function, and only at the pace they can use them. A healthy cell rejects the wrong inputs. Your boundaries should do the same – allow external feedback into your reality while you filter what gets in. Don't allow yourself to be buffeted on a wild sea.

Each day we are constantly **pinging** each other for social feedback to determine where we stand. This is a normal healthy process for social animals to prevent them becoming "out of touch" with the groups they belong to. Calibrate to an optimal ping level. Excessive pinging comes across as needy, like you are constantly asking people if you're good enough. For example, read the Facebook wall of a teenage girl who posts many selfies and mundane updates on her daily life. These are her pings to trigger likes, shares and comments, so she can reassure herself she is a worthwhile person –; it is externally referenced. The opposite extreme can be found in a log cabin deep in the forests of Oregon-the lone survivalist. Such a man is so cut-off from any so-



cial feedback that he can become progressively weirder and idiosyncratic without realising it until he is maladjusted. Find the balance.

Lastly, consider where you place the people in your life. How far do you let them in? As friendships and romantic relationships become more intimate, they become closer to your core identity, and you allow them to pass more of your boundaries. This is a healthy part of emotional connection – some deeply-trusted friend *should* be inside your boundaries – but be sure each person is in their correct position. Letting the wrong person in will create drama and let them fuck with you.



# STAGE 1.6 - TARGET ACQUISITION

**Goal: Find the right girls for you**

*You cannot get every girl. Even leaving aside availability issues (e.g. married, committed to a boyfriend), many girls simply won't be into you and the way you present yourself. Additionally, the type of game you use will narrow your field. That's okay. Game isn't about getting every girl, it's about getting more girls and better girls than you would get without game.*

**A**t a very rough level of approximation, there are these types of game, applicable to these types of women:

**Authentic Game:** This is the category that the London Daygame Model fits into. There are other models, too. You work on your real value via personal trans-

formation so that you become a genuinely high value man, the type who any girl would feel lucky to meet. Your game then becomes a mechanism for conveying your real character as efficiently as possible (the Value Delivery Mechanism). You don't act a role and most of your progress comes from removing the obstacles



to conveying that value. This game is the best way to attract girls at the top level of beauty and character. To outside observers who are not privy to how you interact with the girl, you will be pulling "out of your league".

**Method-Acting Game:** This is above the intermediate level. You carefully craft an avatar that entails many of the definitions of being attractive to women. Then, when you see a girl you like, you put on the costume, and play the character. Experienced, skilled players will perform so convincingly that the girl initially buys the character as the real man. This game is the best way to attract girls of low self-esteem (most of them) or a girl at or below your equivalent level of attractiveness. It falls flat on the higher-quality girls because they sense the disconnect between your real face and your public face immediately, and if you're lucky enough to get them on a date they figure you out at that moment where the mask falls to reveal the true you. Girls should like you more as they spend more time with you. If you're having the reverse effect – girls lose interest in you as the date progresses, and you're in a race against time to fuck her before she cools off – then probably you are stuck in Method-Acting Game.

**High Pressure Game:** This is game that doesn't give the girl an easy way out of the interaction. You just hound her, stay in her face, and work the buying temperature. An example is to kino (touch) a girl right from the beginning, fixating on her with eye contact, and splitting her off from her friends, then exercising "the

leading role" by dragging her out of the club. This is the best game to sweep up drunken club girls for same night lays. Some girls want to get laid that night, so they respond well to aggression and leadership. It's considerably harder to use this on normal girls in a normal state of mind. It's just too hardcore for them; they need and expect more from you. That said, it's possible to incorporate elements of high pressure game into the other types to get better results – mainly by giving them a way out – but it's quite advanced. Leading is always needed in a set, though.

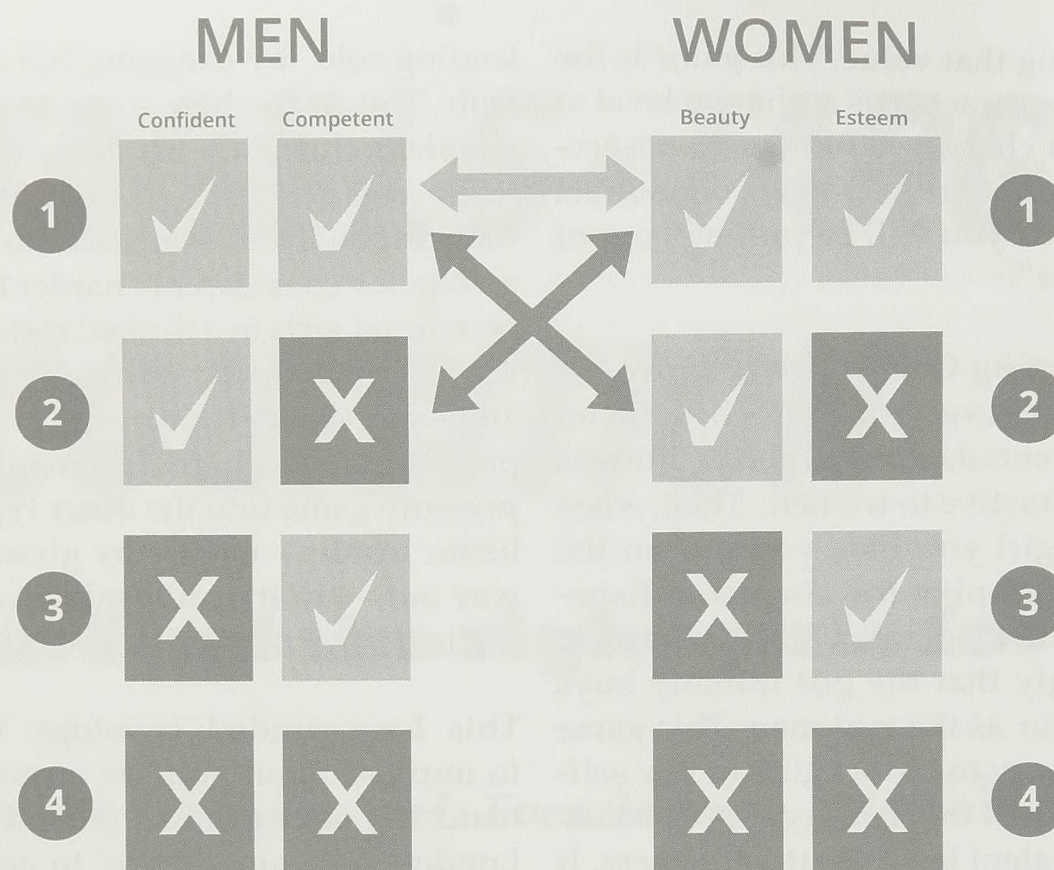
This long-winded typology is meant to impress upon you the importance of matching your game to your target. The London Daygame Model to get the top level girls. It's more complicated than you need to get the other types. It relies on actually having value, not faking it. If you are a male "7" and are happy targeting females 6s and 7s, you really don't need to get as complicated as I do. It's not necessary. The other types of game will work.

*It's only game, if the girls are younger and hotter than you.*

But let's say you want to get access to any of these girls, depending on how you feel on the day and what girls happen to walk past you. Well, the good news is this model can be adapted downwards for the lower quality girls. We'll go into that later.

**Good Looking Guy Game:** The typical sexual marketplace dynamic is that the woman brings youth and beauty, while the man brings charisma and confidence.





This leads to a deductively predictable situation where the woman is the better-looking half of the match. But what if it's the man that's bringing the looks?

It certainly works. Girls have an eye for the aesthetic too. There is a certain "sport sex" archetype of being tall, muscular, with chiseled features. Girls will instinctively see this and their tongue hangs out like a dog watching his dinner being served. In these situations, sex happens fast.

There's just one problem. The girls are never very hot. If the man is really hot, the girl will be quite hot. On the other hand, if the man is quite hot, the girl will be a bit of a rotter. That's because the normal value-exchange of the SMP is inverted. Good Looking Guy Game is a way for ge-

netically exceptional men to get laid a lot with low quality women. It's fast food.

## FOUR-TIERED DATING

At a high level of abstraction, we can sort men according to their confidence and their competence, leading to four possible permutations ranked from lowest-value to highest:

**4. Incompetent, lacking confidence:** These are the losers in life. They occupy the bottom social and economic rungs doing crappy jobs, living with their mum. They are quite aware of their position, and thus, show little sense of entitlement when talking to women. They likely have poor social skills.



**3. Competent, lacking confidence:** This is the large middle-rank of normal men. They are gainfully employed, in reasonable shape but just follow the crowd and lack any panache. They are too tentative to stand out from the crowd and believe they must earn the right to date a girl.

**2. Incompetent, confident:** These guys put up a great front. They are often charming, garrulous, engaging and cool. Girls giggle and laugh in their presence. Once you get to know them, usually, you find they live in a shitty apartment with empty crisp packets under the bed, dirty sheets and a pile of unopened mail. Their real life is not as glamorous as they make it appear on a Friday night.

**1. Competent, confident;** These men have all the panache of the Type 2 men but tend to be less showy and more willing to be real with you. Every area of their life is under control. They don't just do well with women.

The same analytical process can be applied to women, ranking them according to beauty and self-esteem. Note, women are never truly high-esteem. It's hard-wired into them to be perpetually insecure so a high-esteem woman, when ranked on the male bell curve, would be merely "normal".

**4. No beauty, low esteem:** These are the plain Janes and below. We don't expect to deal with them in Daygame, because we're shooting for hot girls.

### A word on the three second rule

**I am talking here about the LDM when used as intended. There'll be some days when you just aren't feeling it, or you are prepared to take girls that don't stir you. In these cases, have a canned opener ready and just dive in within three seconds. It's not perfect but it can get you over the hump that lethargy can put in front of you. Get this set done. Look good in the next set.**

**3. No beauty, high esteem:** Again we simply are not interested in these girls. You're only likely to encounter them as fat cockblocks in nightgame.

**2. Beautiful, low esteem:** These are the girls who don't like their life much, but on a weekend they will paint themselves up, squeeze into a short skirt, then totter along on heels to a nightclub. They are attracted to shiny things (music, bling, men) and have low attention spans.

**1. Beautiful, high esteem:** This is the Holy Grail of game. All the beauty of a type 2 girl but also oodles of feminine charm and engaging social skills. Usually, they'll be less flashy than the type 2 girls.

The interesting fact is that men and women of each type naturally pair up, thus confident and competent men tend to date women of beauty and high self-esteem. Look around to see this with your own eyes. Think of your everyday, office colleagues. Chances are they are fairly organized men



with decent jobs, they show up on time, they have a few hobbies such as squash, snowboarding or travel. Nothing stands out about them, and they just want to be one of the guys. They don't have many sexual experiences, usually just finding one girl and dating her exclusively. When you see her, you'll be unimpressed. She's ok to talk to (and not too painful to look at), but you certainly won't envy his position as the man who has to shag her. That's a type 3 man dating a type 3 woman.

Conversely, think of the coolest player guy you know. Perhaps he's not a player in the PUA sense of the word (i.e. 100 notches), but he's gotten a few decent girls, and he's actually able to chat them up from cold approach. He's a type 2 man, and it's pretty likely his girlfriends are type 2 girls. Watch for it.

The London Daygame Model is designed to make you a type 1 man, and then convey your personal charismatic value to type 1 women so they'll let you fuck them. It's quite easy to drop down a level for type 2 girls, but the opposite is extremely difficult.

## ***THE FUNDAMENTAL RULE OF TARGET ACQUISITION***

*Open only those girls for whom you feel a deep attraction in your blood.*

Beta males, chodes, losers (or whatever term you prefer) live their lives according to other peoples' values. They have the same job as their dad or they land in a job that

their careers advisor suggested would be where they belong. They dress like everybody else. They read GQ to be told what's cool. And importantly they want the girls that society tells them they want. They read the FHM list of 100 sexiest women and don't laugh out loud when Terri Hatcher and Jennifer Lopez make the list. These men want a girl that society approves of – maybe with a career, brand name fashion, and a racial fit. Most men are externally referenced. They look outside themselves to determine how to live their lives.

On the other hand, charismatic men are internally referenced. They look inside, to their core values and interests. This includes deciding which girls they like.

You absolutely must determine what type of girls you like. It brings these advantages over being indiscriminate:

- You have a trigger point. When you see this type of girl, you know you're going to approach. No indecisiveness.
- You are not overwhelmed by the sheer volume of pretty girls walking past you.
- You feel like the selector. You have standards.
- The girl feels like you chose her for a reason. You did.
- You can screen out girls who are bad for you.
- You can gradually refine your personalised method for the types of girl so you become more effective at getting them.

It takes time to adopt this mindset. There is a lot of faulty wiring that needs to be ripped out of your brain and redirected.



Think of your core beliefs like feathers drifting down into an empty room. The room has many open windows. It takes time for the feather to fall and any gust of wind can throw them back upwards, or perhaps even out through an open window. However, over time, most of the feathers fall and settle on the ground, forming a soft cushion. This is your inner game. The beliefs we want to instill must begin at the top of the room. You can't rush them to the bottom. Just do the right things, close up some windows, and eventually, they'll settle into your identity.

At the moment, this is still an intellectual thought, and we will not be choosing our women based on the intellectual fore-brain. Nonetheless, an important part of inner game is to clear the shit out of your fore-brain and replace it with an accurate map of reality and your place within it. When you are clear about what you want, intellectually, there will be less friction with your masculine core.

## ***DNA-TUG***

You've probably noticed that some girls turn your head, while your friends don't care for them. Conversely, a friend may rave about such and such a girl, and you just aren't feeling it for her. Capture that gut feel – it's extremely important. Generally speaking, our DNA causes us to be attracted to women whose DNA will offer us things we don't have. It's the basis for "opposites attract" and the lure of women who are exotic to us. You feel it deep in

your core and it bypasses your conscious thought. It's a case of see-girl-turn-head-get-boner. This is the fuel upon which all day game is based. You will be powered by sexual intent.

When I see my perfect girl, it makes my blood bubble. I feel an inexplicable motion that pulls me to her. It's a primal spirit awakening. The girl will seem to glow in my vision. Such a girl will attract you so strongly that approach anxiety is significantly reduced, and you'll find yourself future-projecting failure scenarios far less. Capture that motion, and use it for motivation.

It takes some time to fully communicate with your DNA. I have an extremely good "radar" that allows me to unearth banging hot girls from seemingly nowhere. Now, I'll admit that I have good eyesight, but that's only a small part of the picture. The main reason is I have trained my eye to spot "Krauser girls". I've synched my intellectual fore-brain with my masculine core, so that my subconscious mind is constantly scanning for precisely the type of girl I like. Even if she's 200 metres away wearing a hat and scarf, I can still scope her out.

How did I do this? First, I introspected deeply and wrote a list of qualities I want from a woman, and a list of qualities that will cause me to screen a woman out. You are encouraged to do the same. The list doesn't have to be high falutin', it is just the symbols, images and emotions that trigger your attraction. For example, for girls I want to date (it's different for mere sport fucking) my list includes:



### Female Qualities I like

- Shorter than me but above 5'2"
- Dark features (hair, eyes, skin)
- A glow of feminine radiance
- An aura of innocence and sexual inexperience
- Big wide eyes
- Curvy arse but not very big
- Flat stomach
- She enjoys talking to men, even ones whom she doesn't have sexual attraction towards
- Softly rounded facial features

### Female Qualities I dislike

- Angular features
- Cold expressionless face
- Taller than me
- Brand labels or other signs of fashion following
- Badly coordinated clothes
- Piercings, tattoos or other body modifications
- Expensive jewellery
- Noticeably under or over-weight
- Business clothes, work laptop, work notebook.

These are just things that are readily identifiable upon immediately looking at a girl. Some of them are core features of physical attraction and have a direct link to my boner. Others are surface markers of personality traits that affect my attraction. These are equally important. Try to drill down to what are the personality traits or behaviour patterns you like or dislike, and then think through the surface markers that betray them. It helps to think of three levels:

### *Meta > Behaviour > Image*

The meta level is the girl's fundamental orientation to the world, the men around her, and how she feels about herself. For example, I am strongly attracted to feminine girls who love adopting the female role and share characteristics such as submissiveness, politeness, concern for others' well-being and so on. This will express itself in behaviours such as paying attention and smiling when she talks to a man, taking care not to interrupt him and avoiding use of swear words.

Everyone dresses and acts publicly in ways consistent with their self-image because humans are always signaling who they are and the identity choices they have made. For example, when a girl is shopping she can choose from literally hundreds of jackets and before she goes out that day she will look at her wardrobe containing a few jackets suitable for the weather. Why did she choose that particular one?

Because it expresses her identity.

You **can** judge a book by its cover. Not infallibly, but enough to drastically improve your percentage of finding the girls you like without wasting your time on the dross.

Train yourself to spot the surface markers of different types of girl and become good at spotting the girls you like. For instance, I am extremely repelled by masculine women. Women like these will find a natural home as career women, and the endlessly competitive achievement-oriented cor-



porate environment will further nurture this masculinity, diminishing whatever feminine charm they once possessed. As you practice differentiating between these types of women, you'll start to get an intuitive feel for the girl very quickly. You'll also start to notice surface markers. For example, in central London such masculine career women will tend to show:

- power wardrobes such as business suits or white blouses with sharp collars and trousers
- carrying business accessories such as a blackberry, leather portfolio case, laptop bag
- accoutrements of the urban "sex and the city" queen lifestyle such as a tall Starbucks takeout cup or a plastic tray of sushi at lunchtime
- strong purposeful walk and facial expression saying "look at me, I'm serious"
- exaggerated shrill laughter with her friends

These are all quick details to guide you but are not definitive. Cold-reading is an art, not a science, which the next chapter considers in further detail. For example, shrill laughter could be a sign of masculinity but it could also be an attention-getting IOI from a girl who likes you and wants you to notice her.

Generally speaking, however, these surface indicators convey emotions and behavioural preferences and thus have to be consid-

## Introspection Exercise

**Get a pen and paper. Write down the traits you find attractive in a girl. Organize them into the three different levels. Start to keep an eye out for them in the street, on the tube. Train yourself to spot them and understand why you are attracted to them.**

ered in the context of other signals rather than as a check list. You might have a sweet feminine girl who is wearing a suit because she attended a graduation or trousers, because she's bruised her leg in dance class.

Most people see, but they don't observe.

I have quite deliberately defined girls by what I **don't** like as well as what I do like. Target acquisition in daygame is extremely quick, especially as a beginner when you need to act fast before you lose the nerve. These days I don't mind stalking a girl for a few minutes while I wait for an optimal approach opportunity (for example, as I try to figure out if the two people walking behind her are with her or not). But usually, you have a short window (allowing for only a quick glance) before you decide to get a closer look. At any moment, something might happen and the opportunity evaporates. So here's a quick rule for target selection:

It is just as important to be able to quickly rule a girl out as it is to rule a girl in.

It will inspire you to quicker action; it will clarify your thoughts for why you like



the girl it will boost your inner game to know you are turning girls down. Most importantly, this method will help you avoid the most soul-destroying of situations: getting stuck in set with a girl you realise you don't like, while a super, hot girl you do like walks by.

## HONESTY

At the beginning of your daygame journey, you have to acclimatise to the idea of talking to hot girls in the middle of the day, stone cold sober. For most men that is almost unthinkable. The social blinders allow you to see opportunities only in bars, clubs and introductions through mutual friends. So in the beginning, you'll be going out and getting your numbers up by putting yourself into conversations repeatedly. Don't focus too much on target selection. Any girl you like at all for any reason is worth opening.

Yet, there is a problem with this approach. In most of daygame there are things that beginners ought to do to speed up their development and then jettison them once they hit the intermediate level—same with target selection.

You need to get the in-set experience by talking to lots of girls just, so you can start amassing reference experiences and calming your brain down by repeated exposure to the street stop situation. The downside is it's inauthentic. You are showing interest in girls you don't especially care about, and chances are you would fuck anything with a heartbeat and a fanny

anyway. The girls sense this, and while they'll tolerate you for a while, out of respect for your compliment and balls, they would never fuck you in a million years. Not the hot ones, anyway.

If they ask you, "Do you say that to all the girls?" the only answer is "yes". And you don't want to be in a position where you have to say that! Don't worry about it for now, you're just getting the early experience in.

But presumably at some point you want to actually be fucking some girls, right?

Then it is time to become honest. Radically honest. Blow a clear breeze of refreshing clarity over the girl. Later chapters explain how to integrate radical honesty into each stage of the pickup. For now, I'll just discuss how it relates to choosing targets. Remember the golden rule of target selection:

*Open only those girls who you feel a deep attraction for in your blood.*

This isn't just so you get the girls most suited to your tastes. It's also because by making the right decision at the very beginning of the pickup, you are setting the whole process in the right direction. You are talking to this girl because you like her. Your interest in her is genuine, felt in every fibre of your being. Now, when she asks, "Do you say this to all the girls?" your natural, honest response will be "no".

What you say is different depending on the girl, the day, your mood, the situation.



Most girls, most hot girls, don't even get the honour of you addressing them at all. This girl **just got lucky**.

By opening a girl you absolutely do like, you have a rock solid foundation. It's impregnable. There's nothing the girl can say or do to "expose" you. You chose her from a sea of rivals. You are telling her why. You are clear in your intentions. There is no "kink" in the communication between your masculine core and your intellectual fore-brain. From head to toe, you are congruent with your behaviour with no chips in your armour.

*When you walk up to a girl and say, "this is who I am, I like you, this is what I want," it is very powerful.*

There's nothing she can do except give you a yes or no. I'm speaking figuratively, because we are still showing the social acuity to engage in the courtship dance. You don't literally say those words in a crude direct manner, because then you're committing the sin of projection and trying to "logic" her into attraction. Men who tell you to go logically direct without social acuity are not getting laid. Ask them for infields (they won't produce them).

When you are totally comfortable with whom you are and what you are doing, you feel like an impenetrable fortress. Rejection, insults and bad behaviour are like peashooters bouncing off the armour of a tank. That is what radical honesty gives you. Choosing your targets in a manner congruent with your intentions gives you

this. As we proceed through the interaction guided by honesty and authenticity the girl is disarmed.

- She can't tool you. There's no space for it.
- She won't be suspicious because there's no ulterior motive for her to sense.

She's caught off-guard in a very pleasurable way. Standing in front of her is a man with genuine interest in her as a woman who is both emotionally mature enough to recognise what he likes in her and ballsy enough to do something about it.

You have acquired your target by listening to your masculine core and feeling the pull of DNA-matching. This girl is compelling you to talk to her. When you begin the interaction with her, you are doing so from a position of deeply felt masculine interest. This is genuine. You are in a spot where you can be completely honest with her, and it will enhance your chances of making an emotional link.

Now, you need to dive into your masculine core and figure out just why you like her. This is not as simple as it sounds. The temptation is to engage your front-brain and start intellectualising. You'll start thinking of logical reasons or trying to remember gamey lines you've heard.

Do this for too long and you'll add an extra layer of problems – you'll get into your head and begin future-projecting rejection scenarios. Don't go there.



## Communicating with your core

Remember how you chose your target. You have walked past dozens if not hundreds of girls before one of them caught your eye, made you catch your breath and liven all your senses. Why her?

Answer that question, and you will get raw material from which to shape your opener and resulting assumption stack. This is not easy. Time for some theoretical background.

As a man, you have a masculine essence emanating from your core. It's what makes you like action movies, to be roused by scenes when the hero recklessly dices with danger and barely survives by the seat of his pants. It's what drives you to focus single-minded on achieving greatness in life. It's what makes you see a girl and want to spank her arse, pick her up, and carry her to your man-cave for sex. It is the central component of your identity, and if you can access it on demand, it will get you laid.

Most men have lost touch with their mas-

culine core. They don't live masculine lives; they don't absorb masculine culture. Quite the opposite. They live lives of quiet desperation where they access the reserve core of femininity, so that the anti-masculine traits come out.

Women also have the reverse problem as modern culture encourages them to adopt male behaviour patterns and many of the traditional female interests are shamed and ridiculed by feminists. Think of the career women you know. Thirty year old lawyers in the City wearing their power suits as they carry a latte and laptop into a meeting. They have spent years accessing the reserve masculine essence, strengthening it, making it their identity. And thus they have less of the warm feminine radiance that they could've had. They are mistakenly called "alpha females." These women are desperately missing the joy of feeling feminine so if you can create polarity in them you'll be surprised how well they respond – although it's more difficult in the beginning.

Dig deep into your masculine core. Feel why you like her. Free associate. It might be the sweep of her hips as she walks, the colouring of her hair and skin, or the light smile on her face as she checks a text message. Maybe it's even vaguer still – maybe she just radiates an energy that you feel but can't explain. Whatever it is, dig into your core until you find it.

Be honest with yourself. If the answer is she has incredible tits, then that's the answer. Don't worry if the reason is base and vulgar. Now, it's time to come back out of your core holding this straightforward answer and begin engaging your front-brain.

Next, you should wrap the reason into



It is likely that if you are not as successful with women as you'd like to be, it is because you have been inadvertently disconnecting from your masculine core and over-accessing your reserve feminine essence. You've turned into a girly man.

Modern society is almost purposefully designed to separate you from your masculine core. At school, you are punished and drugged for showing signs of maleness – activity, competition, aggression, independence. The corporate workplace encourages inaction, obedience, wordiness. Modern TV is infested with girly-male role models as is modern music with all its emo whining.

This is making you less of a man.

In simple terms, imagine this model. In the pit of your stomach, your gut, lies your masculine core. This is the engine for all action, your basic raw material of manliness. In the front of your brain is your intellectual mind. This is a data pro-

cessor that absorbs decades of cultural programming, and it formulates most of your sentences and behaviours. Between the two is a cable bridging both.

Most modern men have a front-brain loaded with feminist bullshit that cripples all of their thinking. They have a kinked, rusted cable that communicates with the core, and they have a malignantly bloated, feminine essence encroaching upon a neglected masculine core. This is what makes men shop at the Gap, use Apple products, and sit thigh-over-thigh in cafes talking about global warming.

In order to truly master game, you have to untangle all of that. It will take a long time. The process is called “taking the red pill” (a Matrix analogy)- and a subject for another book. For right now, just be aware of the problem and the need to communicate directly with your masculine core and respond to its cues.

Ok, let's resurface and get back to day game.

## GREASING THE GROOVE

The process of constructing a genuine spontaneous opener is long, convoluted, and requires a high degree of self-knowledge. In addition, you need to be able to do this all within a couple of seconds as you catch up with the girl. Just like learning to serve in tennis, or drive a car, you

words (an opener and stack) that convey your feelings in an interesting and unique way that follow the principles of daygame. For most people, this is the toughest stage of the whole LDM and gets a chapter all of it's own in the Street Phase.

Fortunately, it's easy to practice.



## Creativity Exercise

**We need to get you fast and effective at this opener construction phase. The single easiest way is to do lots of virtual openers. As you wander through your daily life, be aware of people who catch your attention. Not necessarily hot girls you want to fuck – just anyone at all who makes you notice them. Now, run the “communicate with your core” process to its conclusion until you have verbalized (in your mind) how you would've opened them were you to be sexually attracted.**

**Keep doing this. Over and over. You don't need to actually open these people. Therefore, there's no approach anxiety to deal with. The purpose is not to practice opening; the purpose is to create a well-worn groove between your mouth and your masculine core so that when you need it, the “muscle memory” is ready.**

**Be sure to do the work. You're not actually approaching, but this still requires mental energy. If you are lazy, you'll get lame results. However, if you commit your full mental resources to it, you'll find you start itching to open for real. Overcoming approach anxiety is a nice secondary benefit of this exercise.**

will fumble a lot in the beginning, but eventually, it will become second nature. The act of serving the ball becomes a single decision and all of the elements fall into place quickly, smoothly and elegant-

ly. This is how an opener works. Consider the sub-communication in these openers compared to just reeling off something rehearsed. What are you telling the girl within a few short seconds?

- I am decisive. I know what I want and
- I will try to get it.
- I know why I want what I want.
- I am fully in touch with my masculine essence. I'm a real man.
- I don't chase just any girl. There is something different about you that made me choose you above the others, and inspired me to action.
- I can articulate what that thing is, and have the nerve to do so.
- I have the social intelligence and humour to convey my interest in a unique and funny manner.
- You've never had a man say this to you. I'm the sort of man you have never experienced before. There's more where this came from.

Daygame has an extremely short attraction stage. It's all well and good to reel off a canned opener about how a girl is gorgeous and you like her. It demonstrates balls and decisiveness. **But nothing else.** It can often show you are indiscriminate in your chasing down of women, and thus project a scarcity mentality. Going creatively indirect can present a different side to you, but still on a single dimension.

Isn't it better to hit all of the DHVs in that list above, within five seconds, and that's before we even get to your vocal tone, body language and eye contact!



## SUMMARY

You are a man who knows what he wants and recognises it when he sees it. You are not indiscriminate. You don't fuck just anything with a pulse. You can quickly pick a girl out from the crowd and know why you chose her.

## Opening rotters

**In the beginning of your daygame career, you simply won't find enough of these hot girls to get an adequate apprenticeship in, so be prepared to break the rules and open unremarkable girls. Pretty much any girl you'd fuck if she was lying on your bed with her legs at quarter-to-three. Get the work done. Even when you are good at this and go after the top girls for you, it's often worth opening unremarkable girls just so you can remember the feeling of being in a set when you really don't care how it goes. Capture that feeling, and bottle it for next time you approach a "ten". You should be treating the best girls with the same vibe as the munters.**



# STAGE 1.7 - COLD READING

**Goal: Make educated guesses about the girls you see**

*I'm a big believer in cold reading but not as a PUA gimmick to impress birds with palmistry nor as a weirdo speed seduction thing to mesmerise a girl. Rather, I think it's a great way to screen, girls so you don't waste time on ones you don't like and can instead focus laser-like on the girls who really get your blood bubbling. So let's define terms.*

**M**entalist books would call cold reading "the process by which the reader creates the effect that he has knowledge of an unknown subject's life – past, present and future." For their purposes, this is true. For pickup, it's more about showing you understand the girl, can build rapport quickly, and learn about who she is. I don't like the

mystical side at all. To break it down further, we need to consult Sherlock Holmes who outlines three pieces to the science of deduction:

*Observation + Deduction + Knowledge*

While observation tells you a girl with a rucksack and a map of London is a tour-



ist, deduction tells you that when she's still alone at 8pm wearing shorts and trainers with slightly dishevelled hair then she's been out all day, done lots of tourist sites, and is now pretty bored and starved of social contact. That's a girl who will open and idate easier than average. Knowledge requires you to really learn about people from watching and talking to them, a side effect of doing lots of sets. You just get a feel for the girl's biography and character as you pick up all kinds of incidental details about her country and identity. I'm not suggesting you have to take it as far as Holmes and research a monograph on "the influence upon trade upon the form of the hand, with lithotypes of the hands of slaters, sailors, cork-cutters, composers, weavers, and diamond-polishers" (Sign of the Four). Just keep your eyes and ears open.

With this in mind, let's apply cold reading to the beginning of the street pick-up. This process is running in parallel with the rest of the pick-up, so slot the following stages in alongside the structure of the model.

I dislike the old PUA mindset of "get any girl" by figuring her out and then changing your character and technique to fit her. I think it's bad for inner game and will lead to unsatisfying lays with girls you have no chemistry with, and it's inefficient to boot. I believe the main purpose of a cold read is screening. You maximise your own personal qualities, and then turn over stones (opening) until you find a girl that matches you. Therefore, I've

broken it down into stages. I don't consciously follow these stages (I try to be natural and intuitive), but for intermediate guys it might help clarify the underlying dynamics.

## **STAGE 1 - INTROSPECTION**

So many students / regular guys seem to have little idea of what they want in a woman. These are men who probably have extremely finessed tastes in music, books, clothes, video games and porn..... but women? Scarcity mentality leads to fucking anything vaguely pretty. So, have a good think about all the women who ever turned your head, the ones who you feel good around, and boil it down until you can articulate what you like into a tangible list. Here's mine:

- High estrogen
- Feminine essence
- 18-25 years old
- Introversion / thoughtfulness
- Respect for male authority

Once you've narrowed the field, you've also narrowed the amount of knowledge you need to acquire. I've never bothered learning about career women, native English speakers, party girls and so on because I'm just not interested in dating them. I learn what is relevant to the girls I like. You'd be surprised how much I know about Eastern European culture and history, for example. Also, you are now ready to learn to recognise these girls. You have to be able to pick them out of a crowd and confirm your guesses while talking. Examples from my list:



- High estrogen – long silky hair, bright eyes, wide hips, radiant skin
- Feminine essence – lilting walk, shows her shape through clothes, often bare legged, girly clothes, soft body language
- 18-25 years old – smooth skin, inexpensive clothes, signs of her identity subculture / hobbies in her dress and accessories
- Introversion / thoughtfulness – alone, preoccupied in thought, slow aimless walk, carrying a book, muted colours, lack of makeup
- Respect for male authority – looking down or around, absence of any outward display of defiance (e.g. look-at-me slogan, t-shirts)

Again, I stress that these are not conscious thoughts in my mind when I look at a girl, it's only a feeling I get where the emotion comes first (the "that's a Krauser girl" feel), and it's only now that I'm explicitly trying to unpack the feeling that I'm able to build this list.

## STAGE 2 - OBSERVE AND DEDUCE

Now, you've picked out a likely target and are committed to opening. Take a few moments to see as much information as possible and then apply your knowledge of girls to make a few working assumptions. This is an art that requires considerable practice. As a homework assignment, I'd recommend you sit by the window in a cafe, library or park and just watch people interact, trying to invent biographies for them. It doesn't really matter if you are right, just get your brain into the Sherlock Holmes groove of seeing the elusive ob-

vious and applying knowledge. Here's a few ways to make working assumptions on a girl's logistics, country and mood:

### Logistics

- Rucksack + slow walk + evening = a solo tourist likely bored and aching feet from walking around all day
- Camera + guidebook + shopping bag from Harrods = also a tourist, somewhat adventurous
- Union jack or "I love London" souvenir clothing = Anglophile who'd love to speak English and get an English boyfriend
- Striding purposefully + eyes fixed ahead = somewhere to go, things to do
- Chatting on phone + eyes checking watch + headed in direction of station = meeting someone or going home

### Country Identification

- Scarf around neck, elegant fashion, jacket over blouse or t-shirt, handbag, smoking = probably French
- Flowing thick black hair, dark colouring, good fashion, black eye liner = probably Italian
- Flowing thick black hair in a strange / punky style, big eyes = probably Spanish
- Long shiny black hair, beautiful striking eyes, heavy make-up, slightly gaudy fashion, skin mostly covered = probably Persian
- Long slim legs, efficient fashion with few items, heels, high cheekbones = probably Slavic
- Tall with good proportions, a bit chubby, not as hot as you'd expect from a distance, quite expensive clothing, shopping bags = probably Nordic



Mood Identification

- Slow walk with wandering eyes, frequent impulsive stops to look at shops, changes of direction = bored foreigner
- Slow walk listening to music on headset, fully-stuffed handbag or visible book = has been or expects to be by herself for a while and currently starved of social contact
- Hips sway during walk, showing more skin than other girls today, attention-getting behaviours such as tossing hair, fussing with bag, big smile = horny and happy

None of this is science. You are working probabilities and intuitive feel. Ask any student who has been out with me, and I can normally sum up a girl in a couple of seconds before I send him in to open. There's probably a way to spot which university an American girl attends or which coast she's from, but I've never learned it because I don't talk to native English speakers. Learn the knowledge right for you.

### **STAGE 3 - CALIBRATE YOUR ENERGY, TEASING, DIRECTNESS AND FRIENDLINESS**

You are working from an initial assumption about the girl which, under my method, informs your choice of opener and in particular the details of the compliment and tease. Based on your initial profile, a knowledge of psychology and current trends, you are able to make a number of opening statements about the girl. These will intersperse specific information about the girl (based on your observation) with

fun assumptions (based on your deduction and knowledge) and general assertions that are likely to be true about almost anyone in that demographic. Probative statements will follow in which you read the feedback for hits / misses and try to get her to open up. Everyone likes talking about themselves, so if the girl has any attraction for you at all (even if she's already taken) you can expect her to start giving answers that help you make your reads warmer and warmer. Here are a few tips for how you can open:

- Easily approachable girls, shorter than you, around 6-7 in hotness will generally stop with any kind of opener and should only be mildly complimented. They will find a strong compliment disingenuous. Make sure any teases are soft and not too direct to her sexual value.
- Purposeful girls who are in a hurry need a strong, commanding stop, and you need to quickly imply / outright state that you are hitting on them with a fairly direct compliment.
- Tall trophy girls who fit the archetype of highly-sought-after need far more masculine dominance and eye contact to stop them; go for a clearly direct opener, and make sure the tease is quite personal. Take a risk, and then hold your frame against a challenge.

My usual London opener has me saying a simple deduction (e.g. "You look Spanish") then three observations (e.g. "It's your long black hair, big eyes, and silly shoes"), but there's no need to stick closely to that model, especially if you have something more inspired spring to mind.



## STAGE 4 - TRY-ONS AND ROPERS

Now that you are starting to branch into a real conversation through the assumption stack, you can get a bit more creative, more fun, and start prodding her to give information back. It's at this point that it becomes more important to figure out where she is on the introversion/extroversion scale. Now, I much prefer introverted girls because being an introvert means they are thoughtful and not attention-seeking individuals. Few things kill my attraction quicker than a girl who won't give me her full attention. There are a few early indicators to pick up:

- **Introvert:** muted clothing, lack of jewelry, closed body language, startles a little when you open her, looks down or away a lot in the beginning, lets you lead the conversation, gives you full attention
- **Extrovert:** mostly the opposite, super loud clothing, brash jewelry, opens up immediately, offers information unbidden quickly and soon tries to redirect conversation, checks phone

I'll only pursue an extrovert if her interest level is high. They make for excellent high energy sets, but I generally tire quickly around these girls. To each his own. With introverts, you can really get the slow verbal game going and slide into deep rapport without too much silly vibing- which suits me because I like to drop the game and get real as soon as possible. Assuming you've picked an introvert (bear in mind extroverts overwhelm them 3-to-1), it's easy to drop in character reads by rephrasing these tendencies to relate to her:

- You are more comfortable alone than in a crowd
- You tend to draw your energy from personal activities such as reading, listening to music, computers, or working on little projects
- You have a few select long time friends
- You become drained of energy when you are out in large groups
- When your study and family require you to be outgoing, you need to take time off alone to recharge your energy

So just pick out little bits of her life and retell it to her with one of these themes. For example, if she tells you she's out for a walk around, say, "I often like to just stroll around cities, by myself, absorbing the atmosphere of the culture and seeing interesting buildings. It's often nice just to be in my thoughts, not talking to anyone, enjoying the anonymity of it." Boom, instant commonality and rapport. Remember the goal is to relax her, get her to open up, and to build rapport. You are not trying to impress her with feats of intuitive ingenuity – that's performance art and try-hard, which will prevent a successful flipping of the script. Don't go directly into mentalist statements, just ask questions, and apply many of the cold reads to yourself so that she agrees and finds commonality.

## STAGE 5 - HOPES AND DREAMS

People like to consider themselves unique, but in aggregate they are hugely predictable and both society and the human life-cycle tend to shunt people through the same critical stages. The challenges, dreams, hopes and regrets differ for



each stage but the one that interests me is of course women 18-25. What concerns them? Here's a relevant summary from a Cold Reading textbook:

"Before 18, the beginning of young adulthood – the battle cry is often, "I must get away from my parents!" However, there is seldom any real action behind the words. After that point, most people "do" begin the process of physically breaking away from the parental bonds of childhood. A person may go away to college, go into military service, take short-term trips, or lease an apartment.

During this period, young adults seek to establish a base of their own, while separating their views of the world from those of their parents. While "testing those beliefs," according to Sheehy, young adults are likely to be "drawn to fads, preferably those most mysterious and inaccessible to their parents." All the while, however, these young adults harbor a secret fear that they cannot really make it in the adult world – that they are still children. These feelings are masked by defiant behavior and acts of false bravado.

Young adults look for friends and peers whose views mesh with their own and for a time, they serve as a surrogate family. At some point, these friends may have a falling out – resulting in a return to the comfort and safety of the family home. "Rebounds are common between the ages of 18 and 22."

At the end of this "test" period of independence, the young adult is better pre-

pared to leave home from both a physical and emotional standpoint. Again, according to Sheehy, "A stormy passage...will probably facilitate the normal progression of the adult life cycle." Conversely, those who fail to break the parental bonds during this period are destined to face an even harsher transition down the road."

This will help you relate to her and allows you to again take a punt at framing her the direction you want as the idate progresses. It's tough to frame a girl against her basic character but quite easy to nudge her closer to the desired frame, if you are beginning with a legitimate dream of hers. For example:

- Focus on her identity and hobbies, the things that define her in opposition to her parents, and reassure her it's good to break away and be a bit naughty at times. She probably finds boys her own age immature. Frame them as lacking confidence, direction and experience, and instead full of fragile bravado. Position yourself as a man of the world who has accumulated wisdom

- She'll be thirsting for new experiences and adventures. You are it. Let her know this is just an adventure and doesn't define her character, making her a girl who "usually does that." It's always good to answer the question "what if?" rather than wish you had

- She's restricted by family and societal rules. Give her permission to live a secret life with you. Pitch it as freedom and finding herself.



- Young girls rarely have money and are still reliant on parents and part time work. Most would love to travel but haven't been adult long enough to follow their dreams. So get them talking about it. There'll be maybe one trip they've already done that holds strong sentimental value so get her talking about it.

- Never take a girl seriously as a relationship expert. She's likely dating a boy from her social circle who was simply the best available at the time and she's still learning how to date and doesn't particularly like him. She hasn't really found her type. So even if she says she's been dating him a few years it's better to assume (and frame) her as bored rather than in

love. If she is in love, there's nothing you could've done anyway

- Assume she sees you as a powerful, intriguing man of the world. It's easy to forget how young people look up to and overestimate older people. That means it's good to frame her as a silly little girl who doesn't know anything. She knows that relative to you, she doesn't. If she challenges, give her qualified assurance that she's very knowledgeable for a young girl.

Ok, that's enough for now. I could write a book on how to cold read all the way through to a complete soul collection / deep conversion but I shan't. That's enough to see you through the first hour.



# STAGE 1.8 - PRE-OPEN

## Goal: Talk to the girl

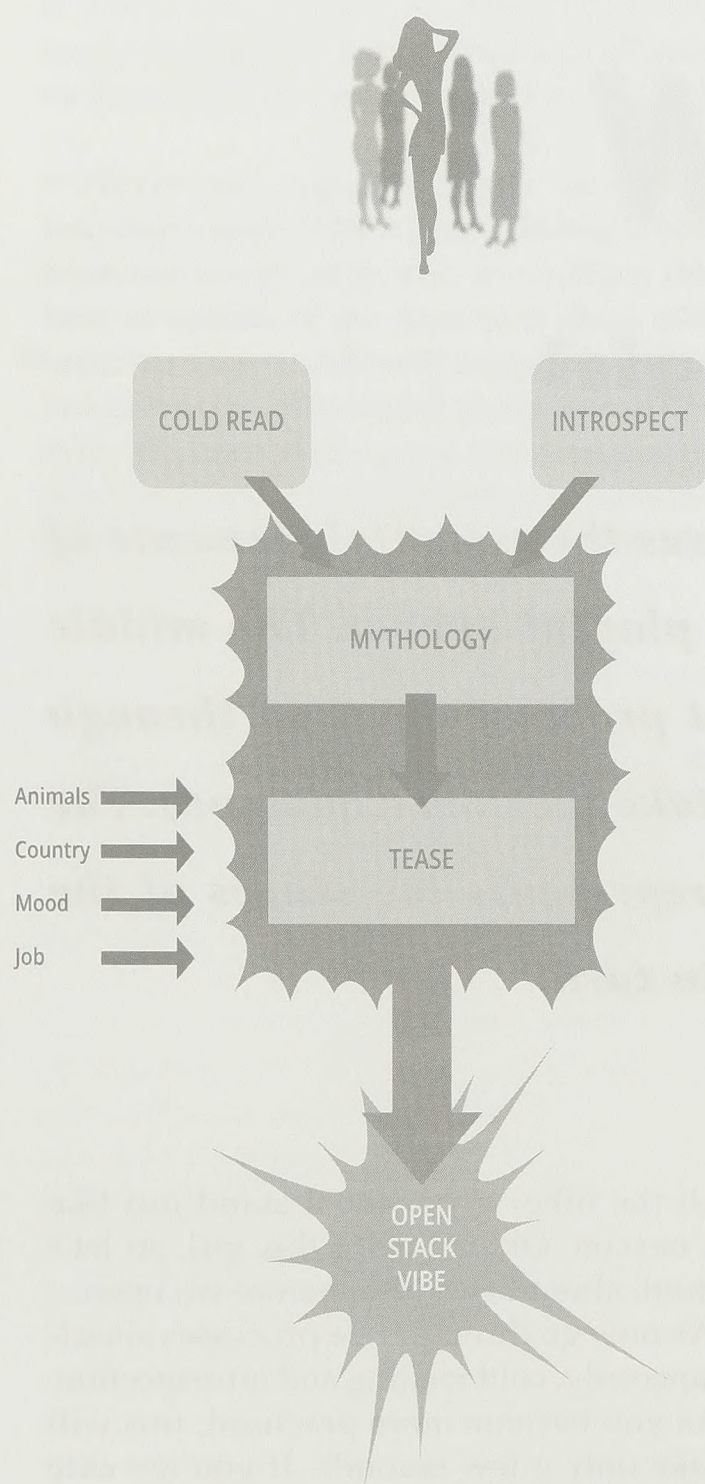
*The diagram overleaf summarises the essential elements of figuring out how to concoct a playful opener. The middle section represents the thought processes you go through (top) and then the actions you take (bottom explosion). The vertical bar on the right side represents the stages of the pre-open. Let's consider each in turn.*

**W**hile walking the streets, you are scanning for girls that stand out in your RAS, hopefully with a DNA-tug, but at least pretty enough that you fancy them and are motivated to make a go of it. After many minutes of scanning you'll get a ping – a girl will enter your field of vision who trips your alarms, and you consider opening her. Compared to

all the other girls, she'll stand out like a beacon. Ok, we want this girl, so let's think about her a little before we open. We now go through two processes simultaneously: cold reading and introspection. As you become more practised, this will take only a few seconds. If you are able to quickly sort her into simple categories – e.g. “introvert, Russian” or “extrovert,



## OPENING



student, Italian", then go with that. If you are struggling, or just feel like working a bit harder to appreciate the craftsmanship, then do a full cold-read. Observe and deduce, as detailed in the previous chapter.

Meanwhile, you'll dig deep into your core to rationalise just why it is that you like her and not all those other girls that failed to trigger your RAS. Combining the answers from both processes allows you to create the Mythology and the Tease.

**MYTHOLOGY**

People are not very remarkable. While every person has particular quirks, interests and strengths that make them good company, there are very few world-beaters. Unusually accomplished people – the Albert Einsteins, Charles Dickens and Ayrton Sennas of this world – are famous precisely because excellence is so rare. Most people live normal routine lives, similar to the others around them. And this bores them.

Girls read romance fiction for the escapism. Most stories have a normal girl dissatisfied with her humdrum life until a





chance encounter with a larger-than-life man sweeps her off her feet. Learn from this. Girls want to be thrilled, scared, loved, possessed, ignored – the whole emotional spectrum. Their daily reality is muted and boring.

Therefore, expert seducers will take advantage of this knowledge and create a larger than life narrative to the courtship that allows the girl to feel special and to experience all dimensions of the emotional spectrum. It's best to set the frame early by a strong confident street stop and then mythologise from the opener. Creating the mythology is a pull ("I like you") because you are finding reasons you like her.

## TEASE

Your cold read will feed your teases by sorting the girl into categories based on the four easy tease themes:

- **Animals** – Consider her physique, facial structure, fashion, and vibe. Which animal does she remind you of? Short girls with chubby cheeks are hamsters. Tall thin girls with long legs are flamingos. Some girls have a feline grace or feline eyes and cheeks. Some girls are carrying lots of shopping bags, like a pack horse carrying bags of coal from a mine.
- **Country** – After talking to many girls you can quickly guess which region they come from, and often which country, based on their skin colour, hair style, height, fashion and mannerisms. So take a guess and then use national stereo-

types in the tease. Russians drink vodka and hunt bears. Argentinians are drama queens. Norwegians are depressed alcoholics. Japanese girls live in Samurai castles and date ninjas. Africans are all related to a prince of some small country.

- **Mood** – Girls are often signaling what mood they are in. The easiest ones to tease from are: If she's walking slowly and looking around a lot, you can say she's dreamy. If she's walking fast and purposefully, then she's a decisive busy-body with a full diary. If she keeps changing direction, she's a scatter-brain. If she's po-faced and listening to music, then she's trying to shut out the world.

- **Job** – Look at her clothes to figure out her job. If she's in a suit, she's a kick-ass business bitch. If she's all in black with a name tag, then she's probably a shop girl, gossiping to co-workers all day and ignoring customers. If she is fashionably dressed, she's probably in a creative industry and spends more time ranking her style against other girls than focusing on the job.

It never matters if you are accurate in your tease. Just throw it out there, and let it stimulate conversation. The tease is a push ("I don't like you") because you are playfully finding she falls short of your standards. Combined with the mythology, you now have an opener, some teases, an assumption stack, and a larger-than-life narrative for the meeting.

All of the above happens pre-open. Now, you have to approach and stop her.



# ONE LAST SET...

*Krakow is a beautiful old city with the kind of medieval Old Town that draws summer tourists and international students in droves. There's a wide-open cobbled square bracketed with a church at one side (with a guided tour of the high steeple and tower) and a line of traditional restaurants at the other side.*

Karaoke

If it wasn't for the packs of drunken stag do Englishmen stumbling around the streets, and the ecosystem of tarts and touts to rip them off, then it would be a perfect little Euro-jaunt location. In early autumn, I find myself here with two buddies.

I'm having my worst daygame session in months. I've done about six approaches, and every single one was a No Girl. It's a humbling experience. Tail between our legs, we shuffle back towards the apartment at 4pm. My mind has shifted towards the evening's entertainment. The guidebook speaks of a famous basement bar that serves a variety of flaming cocktails, so we decided to give it a try. We're on holiday. Let's get drunk.

As we turn into our apartment's street, I see a girl in a vibrant dress walk past.

"One more set," I think. I'm so tired, cold and dispirited that it's a real mental effort. My inner voices are coaxing me to just call time on the daygame session and have a good lie down. But I open anyway.

"Hi. I have to say something.... I love your dress.... everyone here is dressed in dull greys and browns, but you're so colourful."

She fucking loves it!

She hooks super strong, and my state explodes. It's really easy to vibe, and she's investing a lot. I decide to play with ver-





bal escalation right on the street asking her what crazy stuff she's done and has she ever kissed a guy she just met, say an Englishman, on the street. She nearly goes for it but social pressure holds her back. So ten minutes in, I commit her to an instant date. She takes me to a crusty, quiet old pub, and I decide to gun it for the same day lay.

There's some local rock music on a little TV hanging off a wall bracket. All the leather seats are torn, and wallpaper is hanging off in places. It's a really grotty pub but in a pleasant beatnik sense of the word. There's only one or two other patrons at this time of day.

We talk about sexual experiences, then I



look in her eyes and say, "I really want to kiss you right now". She smiles and says, "Really?"

"Yes, like this."

Kiss close. I disengage quickly and say she's not so good. Obviously, she kisses me again, and I reward her for it.

There's very strong sexual tension. We are both feeling that warm glow of having found something lucky against our expectations. I pull her legs over my thighs, pull her in, and rest her head on my shoulder while I scratch the hair on her temple. My vocal tone goes really low, and I future-project fucking her. She tells me she likes it rough and on the floor.

"When I fuck you, it'll be violent at first. Very rough. You'll feel my power. My strength. My cock will

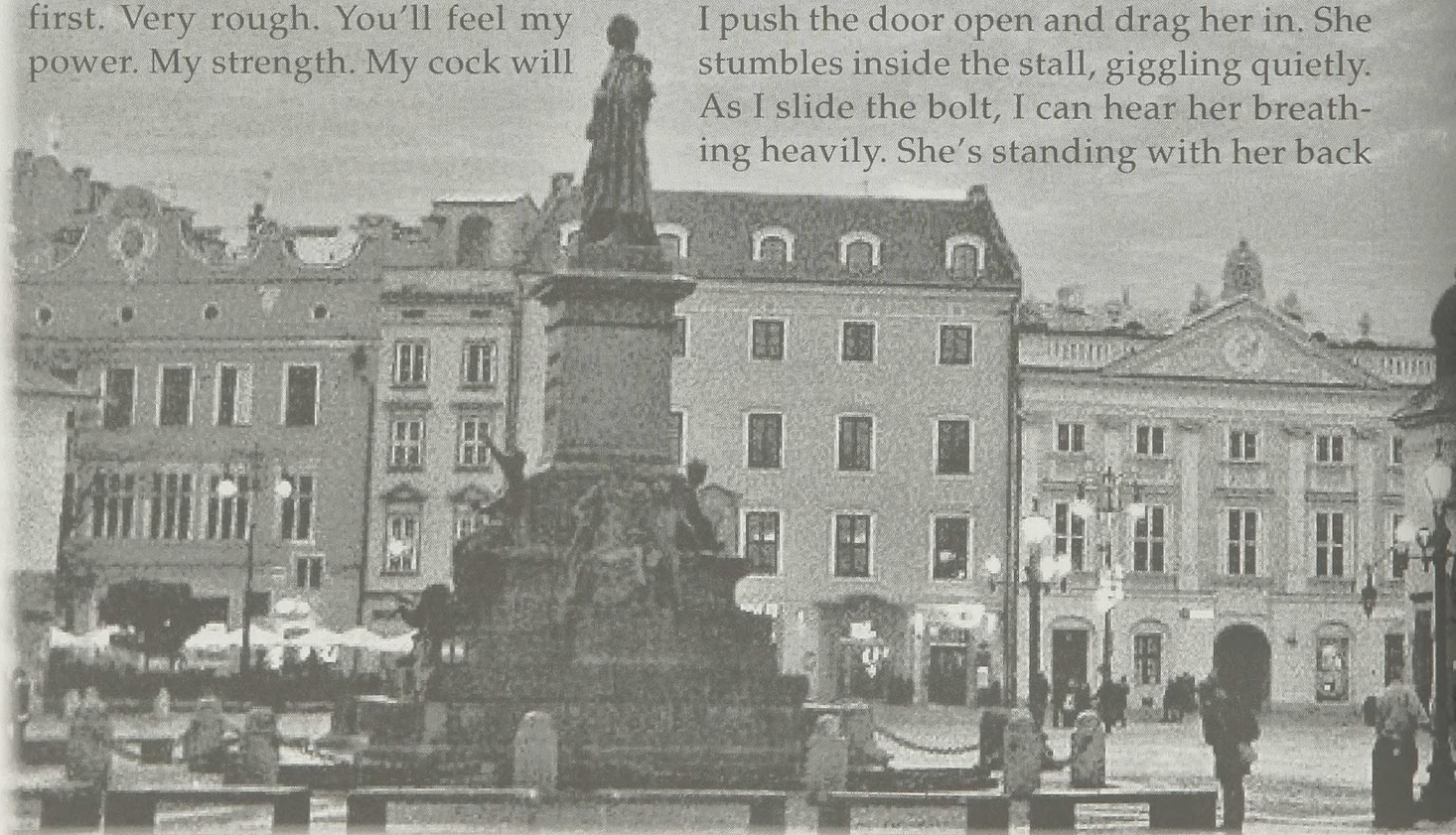
be hard and you feel it, inside you, hard, fast, powerful. In and out. Your heart will be beating fast. Crazy fast...."

Her eyes spazz out, and then, her phone rings. She gets off the line as soon as she can and says it's her friend, and they're meeting in 45 minutes. I say ok and take her hand and walk her immediately to the toilets. She resists slightly, but it's just to run back and grab her phone.

We are walking through a snooker room in the back, a couple of local teenagers playing a game. They barely look up as I lead my girl past them. My legs are almost shaking because I'm about to get my first ever daygame bathroom fuck.

It's a rite of passage. Every daygamer should have one.

I push the door open and drag her in. She stumbles inside the stall, giggling quietly. As I slide the bolt, I can hear her breathing heavily. She's standing with her back

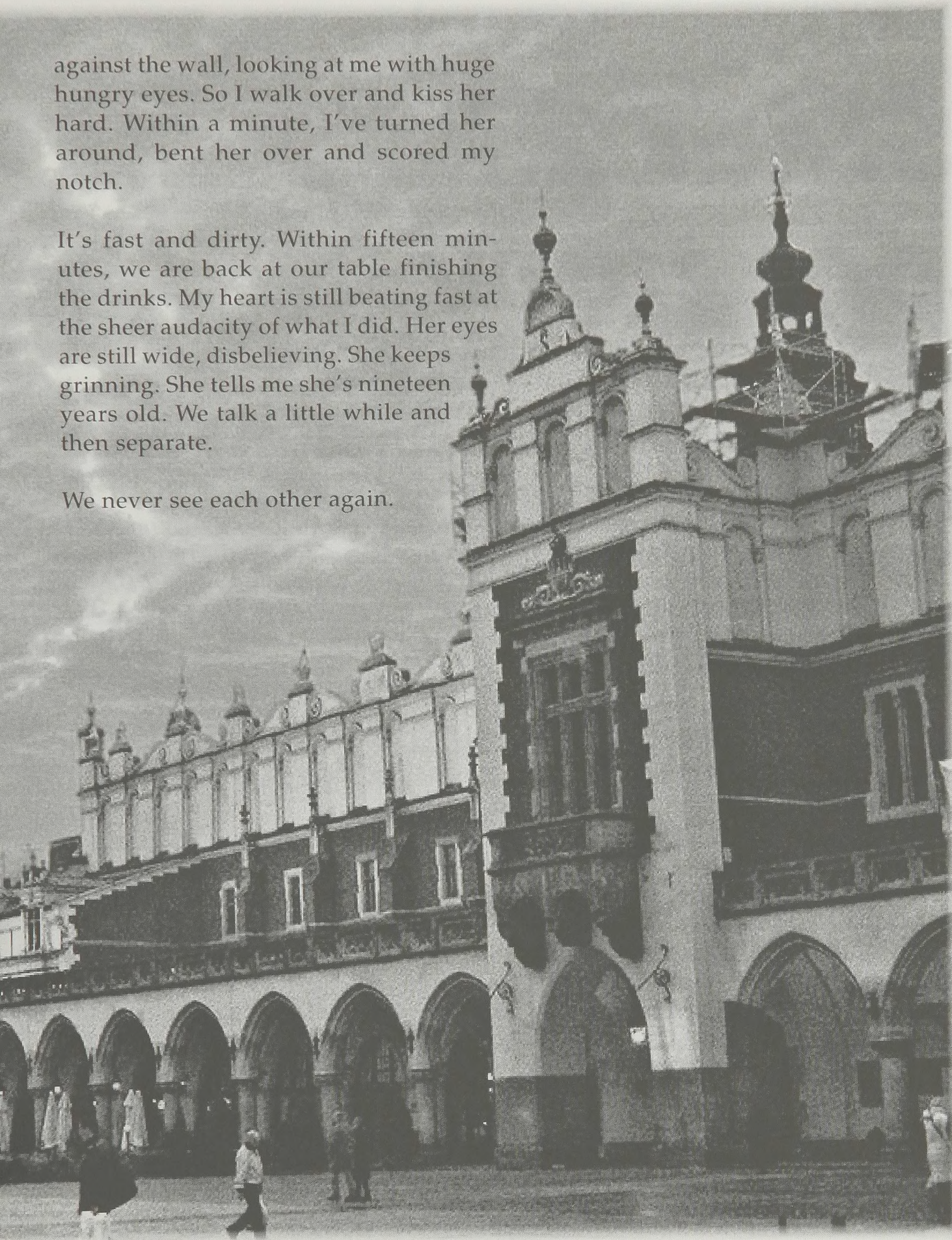




against the wall, looking at me with huge hungry eyes. So I walk over and kiss her hard. Within a minute, I've turned her around, bent her over and scored my notch.

It's fast and dirty. Within fifteen minutes, we are back at our table finishing the drinks. My heart is still beating fast at the sheer audacity of what I did. Her eyes are still wide, disbelieving. She keeps grinning. She tells me she's nineteen years old. We talk a little while and then separate.

We never see each other again.

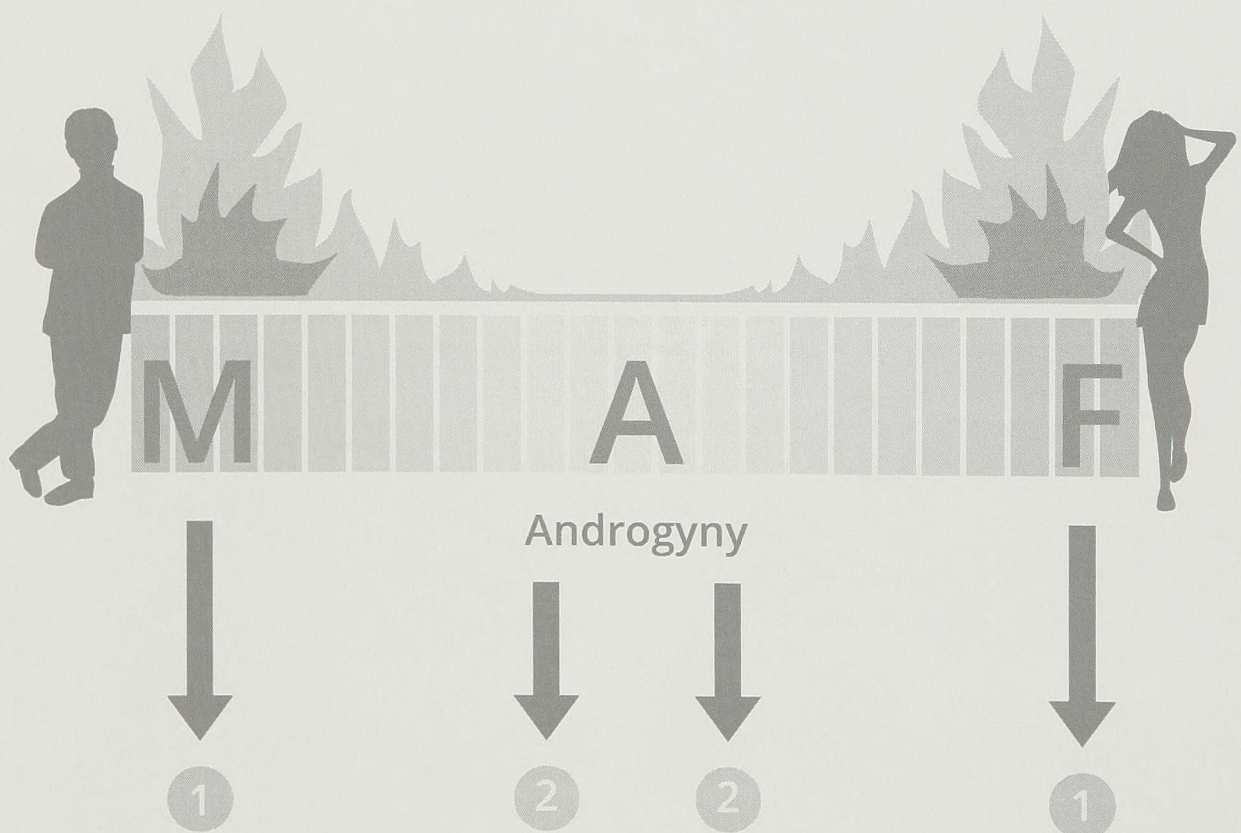




# ***STAGE 2.1:***

# ***POLARITY***

**Goal: Impose masculinity and flip her into the feminine**



Couple 1 - High Polarity, High Attraction

Couple 2 - Low Polarity, Low Attraction



***The masculine is attracted to the feminine, and the feminine is attracted to the masculine.***

**T**his is not the same thing as saying men are attracted to women and vice versa. Rather, think of men and women as merely the vessels which carry masculine and feminine essence. It is the essence which is attracted to its opposite essence.

Thus, a man of weak masculine essence can only inspire weak attraction from women, and vice versa. They are like magnets at opposite poles. To increase the strength of attraction, to inspire in women you have to do two things:

- Strengthen your masculinity.
- Find feminine women.

The diagram on the previous page places masculinity and femininity at opposite poles, with androgyny (the absence of either) in the middle. All people can be placed somewhere on this continuum. For example, Pajama Boy is effeminate and quite likely on the right-hand side of androgyny despite being legally male. There are female fighters or business women who are likely on the left-hand side of androgyny despite being legally female. Think Michelle Obama or Hillary Clinton.

Generally, couples will match when the man and woman are each approximately

the same distance from androgyny and are on opposite sides. So you may see a faggoty hipster male hand in hand with a short-haired shrike. These couples are stable but there is almost no attraction. The “fire” is cold.

Conversely, when you see extremely masculine men they are usually with extremely feminine women and the attraction is strong. Look at Jason Statham or Vladimir Putin, and then look at the women they have sex with (in Putin's case, not his wife!). Ignore for a moment how *hot* the women are and look instead at how *feminine* they are. This is stable polarity.

Your polarity will be expressed in many ways. Going to the gym, succeeding in life, dressing masculine, becoming internally referenced are all ways of increasing your masculine polarity. In addition, how you conduct yourself in daygame will increase polarity – go direct, show conviction, tease, eye-fuck. At the very beginning of the street stop, you aim to overwhelm the girl with your masculine dominance. This immediately flips her state into extreme femininity, creating the strong initial spark of polarity.

It also explains why masculine women respond badly to daygame from masculine



men. They neutralise the polarity and kill the attraction.

## ***POLARITY IN DAYGAME***

You will strongly feel the urge to soft-pedal your opener, mistakenly thinking that by being less intrusive that you increase your chances of stopping the girl and reaching hook point. This is the opposite of the truth. Girls respond to masculinity so don't give your power away. Don't weaken your body language, or wear an ingratiating smile, or fail to get completely in front of the girl. These behaviours all telegraph weak conviction and lower your value.

Be firm. Once you've decided you are going for that girl you will commit to it and put yourself on the line. To increase your polarity, try to:

- Get directly in front of her. So if you imagine she trundling along a train track, you need to straddle the track and stop the train. You will often half-ass if and leave a clear space in front for her to walk into and of course she will take that space. Make sure that if you wants to blow you out she has to step around you to do so.

- Look directly into her eyes from just before you perform the stop until you are already into your assumption stack. Don't let your eyes wander.

- If you gesture with your hands, do so with conviction.

You want the stop to make an impact. You aren't smoothly easing your way in, you are kicking down the door and turning over the chairs. That's why on the Daygame Model flowchart the first is strong at the moment of the stop.



# STAGE 2.2: OPENING

**Goal: Get her to stop and talk to you**

*Now that you're feeling good (vibe) and have found a girl you like (targeting), you've got to psych yourself up and execute the most important and most difficult part of daygame.*

*You have to initiate a conversation with her.*

Any fool can ask a girl the time. It takes only a slight amount of skill to hook a girl if you hide your intent. That's fine if you're just warming up, but once you are "on" and ready to try to fuck girls, the whole game changes. If you want to open a girl with a realistic chance of fucking her you have to do it right. Knowing you're going to stop the girl and convey your intent is when you really get the Approach Anxiety gut-churn, because now you're putting yourself on the line and exposing yourself to the ego-death of rejection.

This is the first real test of your balls. It's what determines if you're a daygamer or

a daygame voyeur. How much do you want it? How much do you want to be fucking hot girls? Really...

How important is this to you?

If there are other things you'd rather do then, this is the moment it comes to a head. A stunning girl has ambled past you with skin and curves on display. You've perked up, looked at her, and you've thought to yourself "I want that one"

And then your stomach starts forming knots.

Nobody can fix AA for you. Perhaps an instructor can approach coach you during a weekend bootcamp, and push you into sets, but this journey is a marathon not a



sprint. 95% of the time you have to find the motivation within yourself to shake off the inertia and the weasels and **get the work done**.

I go much deeper into approach anxiety in my *Daygame Mastery* book. To handle it expertly is crucial for reaching the upper tiers of daygame. Once you've boarded the emotional rollercoaster of daygame, you will experience many unexpected highs and lows, pushing yourself to levels you've never dreamed. It takes years, so you need to get AA fixed.

For now, that's overkill. We just need the baby steps to get you through the next few hundred sets. So let's keep it simple.

## WHAT IF YOU'VE DONE LOTS OF INDIRECT?

Most men who practice indirect game will create for themselves a new comfort zone where they don't really have to put themselves on the line until they've received interest from the girl. Then, they are ready to go with a Statement of Interest that conveys intent. You must shock yourself out of this.

The frame of indirect game is weaving a web or painting a picture, while direct game is steamrolling the girl with confidence and masculine presence. You can't take the frame of one and succeed with the other. So, knowing you are going in harder and faster, how do you control the approach anxiety jitters?

Remember the Bonnie Tyler song *Holding Out For A Hero*? Women are crying out for a real man of depth and character to sweep them off their feet. Girls go around chasing their tails until a man (figuratively) grabs them by the nose and leads them off. They are tired of wishy-washy pushovers. Successful intimacy is one of the highest priorities in every woman's life. Thus, any time she meets a man who may be good enough to meet this need, she will make the time to find out more about him.

Push aside thoughts like "she looks busy" or "I'm interfering with her day". She *wants* you to interfere. The whole act of being a man is to penetrate her day, her mind, her body. She's on your side, hoping you are that guy she's been waiting for all this time.

## THE OPENER

The toughest part of this model is to get the opener right. It's very technically demanding, and you are guaranteed to fuck it up frequently. Gradually, you'll start to put together openers that meet the bare requirements but have no life to them. Much of the time you'll simply not be able to construct one at all. That's normal. This is an artistic ability, not a memorisation exercise. Stick with it and do the exercises. Let's begin with the fundamental principle of the LDM opener:

*Every opener is specific to how that girl makes you feel.*

Let's break down that statement, starting with what it is **not**. We are not do-



ing openers that are canned. If you are opening girls with openers that you read on the internet, or saw in an infield, then you are drastically limiting the success of your game. This is what is wrong with pre-prepared openers:

- You are shutting down the live connection between what you feel in your core and what you say with your words.
- You are not calibrating by word and deed to the unique elements of that girl and the situation you find her in.
- You are tempted to remain stuck to a script, failing to respond to the ebbs and flow of the interaction.
- She knows you are saying the sort of things you'd tell any girl.

This encourages her to feel you have no particular interest in her beyond her role as a warm body in your bed, and that you will take whatever you can get. It's still possible to open girls with canned material, but then again it's possible to eat soup with a fork.

## ***THE PRINCIPLES OF OPENING***

Opening does not get you laid. It's just a foot in the door. That said, done correctly an opener will not only get you into a conversation, but it will also build attraction and comfort from the get go. This is what you need an opener to achieve:

### **Blinders**

**This is not the only way to open so don't put the blinders on yourself and shut down all other options. This is simply the best way to open to set the stage for the rest of the model. Daygame Mastery goes into far more detail of how to open in different styles depending on the girl, the situation, and how you're feeling. For now, we will stick mainly to the opener applicable to the largest number of situations.**

- Stop the girl, and command her full attention
- Make her decide to give you a chance to engage her
- Take her mind off whatever humdrum stuff is occupying her mind
- Give her a pleasant emotional rush
- Display positive masculine traits
- Let her know why you are talking to her, preferably by conveying some romantic interest
- Let her know why you chose her and not any other girl

We are still in the Kill Momentum stage so that remains the overriding objective. The biggest single element of killing momentum is bringing high masculine value, mostly through sub-communication. Words still matter, and these are the elements to a successful LDM opener.

So without further ado, let's begin with a sample opener:



## THE STOP

Generally, I let a girl walk past me before I open, but it's not rigid. You can do the same. Let her walk, count to three, then jog after her. You need to be raising your state and loosening your social inhibition as you catch up so make your jog loose and playful. Pretend you are thinking of a private joke so a half smile or smirk crosses your face. Look at her ass, watch her walk, feel the desire to fuck her. Think what you could do to her if she was naked and bent over your sofa.

As you catch up, pull to one side and leave a couple of feet space as you get overtake her. Turn your head and look at her, getting into her peripheral vision a few steps before you turn, cut across and stop in front of her. You must stop in front. Imagine she is a train on a track. You want to be straddling the track. You fully intend to command this woman's attention. Commit to it. Your whole body is showing the same purity of intent as the words about to come out of your mouth. Put out a hand in a gently commanding Stop motion, look her dead in the eye, and smirk. Then looking at her the whole time, deliver the opener. Your body language and eye contact are what will freeze her to the spot, not the words. And then you deliver the words.

## THE WORDS

Through your introspection, you should already have a good idea what you want in a woman and through your target selection she should fit this. Therefore, you

can come out directly and tell her what this is. I usually suggest guys try this structure:

- Salutation
- Pre-frame
- Root
- Mild Compliment
- Assumption
- Breakdown (2 complimentary, 1 tease)

It all happens in about fifteen seconds and is easily personalized. For London, which is full of the foreign girls I chase, I concentrate on her nationality, such as:

*Hi (S). I want to tell you something (PF). I was just over there and I literally just saw you (R) and wanted to say you look quite nice (MC). Very Spanish (A). It's you big black hair, dark eyes, and weird fashion (B).*

When the nationality is obvious, but I'm a foreigner, such as my recent trip to Croatia, then I can still mention it, such as:

*Hi (S). How good is your English? (PF) I'm here on holiday, and I've been noticing something about the women here (R). You are a real woman (MC). You exactly fit my image of a Croatian girl (A). It's your long straight hair, elegant fashion, and funny serious look on your face (B).*

Often, the content of the opener will come to you as you see the girl such as a smile as she walks by, a hair toss, a serious expression, how she's dressed, or how she walks. Whatever you feel is what you work with because purity of intent and head-to-toe congruence is what carries



you through. Make your assumption, and then feed three things back to her that you can see, the last one being a mild tease.

*Hi (S) Can I just say something real quick? (PF) I was just sitting over there when you walked past and totally turned my head (R). You have a great feminine walk (MC). I'd guess you are a proper woman (A). You've got that soft walk, your hips swaying from side to side, a bit of a too-cool-for-school pout on your face (B).*

Let's go into the details.

**Salutation:** This should be very simple. Just "hi" or its equivalent. The purpose is to be socially normal (normal people say hi when they meet, not "get this!...."). Calibrate to your mood, the girl, and the situation.

**Pre-frame:** Conceptually, this is tough to wrap your head around. This is before the meat of the opener. You are preparing the girl to accept the opener by piquing her interest to let her know something tantalising is about to happen and it doesn't involve you trying to sell a Big Issue or sign her up to adopt a dolphin.

The girl is minding her own business going about her day. Perhaps she's thinking about what she'll buy in the supermarket tonight, or what her friend said about so-and-so who did such-and-such. She's not thinking about you. If you rush into the opener too fast, she won't have brought her head out of the clouds and turned her attention to you. The pre-frame tease bridges the gap and heats her up a little in the process.

It doesn't need to be complicated. Here are some examples:

- Can I give you a compliment?
- I just have to say something...
- How good is your English?
- I don't mean to be rude, this is actually a compliment, but...
- This is going to sound a bit random, but...

You can spin it out a little to get more interest and kill momentum better. Taking those basic examples above you can add:

- Can I give you a compliment? It's gonna sound weird, but in my head it sounds nice. I should probably just say it..
- I just have to say something. It's gonna surprise you, but it's actually quite nice. Ok. Here it goes....
- How good is your English? On a scale of one to ten, where one is rubbish and ten is perfect.... [she says high number] Ok, I'm gonna talk like you're a native speaker. [she says low number] Ok, I'll talk slowly...

At this point, she will have begun to turn her attention to you and you can proceed to the root.

**Root:** As many other pick-up guides no doubt mention, the two questions immediately on a girl's mind when you open her are (i) why is he talking to me? and (ii) when will he leave? The root answers the first.

In hypnosis, there is the concept of pacing and leading. If you want to lead your partner somewhere, you must first recog-



nise and verbalise their current position until you solicit agreement, then you can begin to move them in your favoured direction. There are many subtle ways to do so, but for the purpose of the opener, just keep it simple. Show the girl you are sufficiently socially calibrated to understand the situation you have created for her right now.

Examples are:

- I was just over there when I saw you walk past, and I knew I had to come over
- I was minding my own business over there when you came striding past, looking all serious and scary
- Ok, you're behind me in this queue, looking at the sandwiches
- I'm in your shop. I don't want this... I don't like this... I've got one of those... but
- I was walking along minding my own business, when you walked past and suddenly my eyes were like... zoom... [indicate locking on to her] and you stood out. So had to come over, and now I've figured out what it is that makes you different.

Giving a root is easy. Just look at the reality of the situation and then verbally describe it. If the situation is quite strange, then explicitly acknowledge this. For example if you get off an Underground train to open a girl on the platform, say "I don't normally get off trains to talk to girls, but...."

When there is a strange social situation it's usually best to explicitly mention it in the root. We call this the Elephant In The Room. Feel free to throw in a false time

constraint if she seems in a rush. You can also lead the girl when she says "I'm in a rush" by overruling her with "yes, but you've got thirty seconds, right?"

**Mild Compliment:** Later in this chapter is the detail of how to find suitable compliments (see "Communicating with your core"). Women love to be complimented when it's a quality they genuinely possess, it's delivered without expectation of reciprocation, and from a high value man. It's important to deliver the compliment early into the interaction so that the value is added and she gets a blooming of happy vibes from it. It will tend to stop her momentum and make her feel like she should offer a little value back and stretch out the moment of enjoyment. But don't go too far. Girls without high esteem find it difficult to accept compliments because it's not in their reality to have cool guys showing interest. They'll assume you are tooling them, or selling them something, or some other value-taking activity. Calibrate accordingly by toning it down and showing a genuine vibe.

**Assumption:** You will make a simple guess about her based on your cold read. The three easiest things to guess are (i) her nationality (ii) her job (iii) what she's doing right now. Pick one. You don't have to be right. Just take a punt.

**Breakdown:** Now, tell her three things about her that led you to make this assumption. You needn't over-complicate things, just say what you see. If in doubt, use this crib sheet:



Nationality: her hair, her eyes, her shoes  
 Job: her clothes, her bag, her manner  
 Status: her manner, her facial expression,  
 the speed she was walking

Pick three things and feed them back to her. Two will be mildly complimentary and one is a tease.

## WHY DO WE TEASE?

This is the most misunderstood part of the London Daygame Model. If you are struggling with calibration you might actually need to leave the tease out for a while. The tease shows the girl:

- You are playful
- She hasn't won you over yet
- She's not on a pedestal
- You have the courage to talk to women like this
- You aren't scared of offending her

Think of how most clueless guys approach girls – they say something along the lines of, “you're hot,” and then chase, chase, chase. Displaying interest in the girl is a good thing, but it's not good to make it too easy for her. She'll absorb the validation you are carelessly throwing her way, and then mentally register, “I've got him,” and thus, lose interest in you. Sure, if you're her type and she's single, and she's generally up for it, then you **might** still get the girl. However, if there are any obstacle at all, then you won't. You weren't a challenge.

Let's talk about chickens.

## Now, I've got you

**It is at this stage that you'll often get the Signal. This occurs when you push her away with a good tease, or pull her in with a racey statement of interest (e.g. complimenting her ass), and her response signals to you “it's on!” This will be quite subtle. For example, on the tease she might put her hands on her hips in mock indignation and then come right back at you with banter. On a sexual comment, she doesn't reject it. As your calibration improves, you'll spot these moments, and then you just know you have her – the fundamental attraction work is done, and now you just have to lead her through the stages without fucking up. Whatever you do, don't keep hammering away with the same things that triggered her Signal – then you'll just look like a boy who has discovered a new trick and can't stop performing it. Just make a mental note that you've got her, and be ready to move into rapport quicker than you might've otherwise planned. Note: this moment may also happen in vibing.**

When farmers first started battery farming chickens, they would put a bunch of them in an enclosed space and put all the seeds for them to eat in a tray. Sounds obvious, right? Put all the food in one place and make it easy for them to eat. What the farmers observed is that the chickens go mad. It's too easy. They are biologically hard-wired to peck at the ground for hours on ends gradually collecting all



the seeds they need for sustenance. By putting it all in one place so the chickens could feed in seconds left them to go wild. They went mad due to denial of a biological impulse. So now in the "barn-fresh" farms the seeds are thrown carelessly over a wider area, and the chickens peck to their satisfaction.

The parallel is obvious. Women are hard-wired to be attracted to the alpha male. He has all of the women he wants. The desperate betas are making themselves too available, serving themselves up on a plate like the seeds in a tray. It's no challenge. The women expect to have to chase the man, and to work hard for his attention and approval. She has to distract him from all his other choices. Don't deny her the joy of chasing you. But of course, walking up to a girl and saying, "chase me," isn't going to work.

This daygame model is about making the girl chase you **the whole way through**. In the beginning she isn't much invested and you haven't conveyed much value yet. So she's not going to act like a hyperventilating teenager at a Beatles contest screaming "pick me! Pick me!" You need to be smoother, and you do this with the gentle tease.

In community terms, it's push-pull.

So you deliver your compliment, and then wrap a tease into your breakdown. If you feel more confident, follow up the breakdown with a further tease.

Compliment and no tease = you're too easy

Tease and no compliment = you just insulted her

Both = you're interested, but you aren't yet sold on her.

## EARLY QUALIFICATION

After delivering the tease, shut-up. Just look at her with a playful smirk and strong vacuum eyes. This is sub-communicating to her, "OK, I've said my piece. Now it's your turn to respond."

Let the silence hang in the air until she starts talking. You are taking advantage of her scripted understanding of how polite people talk to each other. She'd feel extremely rude blowing you off with a tut and walking away. Nice girls accept compliments graciously, and she wants to think she's a nice girl. So she has to respond. Social etiquette requires it.

Common mistakes from newbies at this point are:

- Rush to fill the silence with babble. This projects low value as a guy who needs to talk to keep her there, a guy who isn't comfortable with awkwardness, and sets up a frame of guy-entertains/girl-listens which will kill all future investment from her. Allow the silence. If you're going to give this girl your time, she's going to have to play her part too. Entitlement queens are filtered out.
- Imploring eyes. If you feel like you need the girl to stay and talk to you (or otherwise you'll be sad), then she'll feel it.



You'll have puppy dog eyes, raised eyebrows, a cocked head, lean in or any number of non-verbal indicators of weakness. Control this. Just hold solid comfortable eye contact, and accept that if she walks away, it's no big deal.

- Sub-communicate that's all there is to the interaction. The girl will take your lead. If you sub-communicate, "I've said my piece. We're finished here," she will thank you and walk away, even if she likes you. You've told her nonverbally that the frame is simply a compliment and then going separate ways. Rather you should hint that this is the beginning of a conversation. It's very subtle and will take a long time to master. Just keep in your mind the frame you want, and it'll find its way out through your micro-behaviours.

Now, not only have you added some value with your compliment and forced her through social etiquette to respond (and this isn't value-taking – girls like compliments), but the gentle tease has given her an open loop too. Most girls are driven by vanity and can't stand the idea that somebody somewhere thinks they are dorky, weird, or badly-dressed, etc. They'll feel the drive to correct the misapprehension before they can let the interaction end.

Go back to evolution, 10,000 years ago on the African savannah. We all lived in small nomadic tribes where everyone knew everything about each other. A girl's reputation was of utmost importance, particularly regarding paternity-certainty and the threat to it by slutty behaviour. Wind forward to the present day,

and we see how not much has changed. Women obsess about their social status and want the approval of their peers. By teasing her, you are spreading some itching powder onto this drive, and she's going to scratch. Don't overestimate the effect, mind. The gentle tease won't make her drop to her knees and suck your cock. It's just a mild beginning to flipping the script on her to make her chase. It'll energise her and buy you lots more time to work and show value.

Most of the time the girl will fill the silence by laughing, graciously accepting your compliment and then trying to close the loop on your tease and either correcting or confirming your assumption. Usually, there will be some mild qualification. For example, if you complimented her fashion but teased her shoes, she'll probably express mock outrage and tell you her shoes are cool and everyone else likes them. If you complimented her walk but teased her serious facial expression, she'll tell you she's actually a nice girl but is on her way to work, so she's a bit apprehensive. Whatever the situation may be, you'll usually get her jumping through a hoop for you right from the beginning.

If she really takes the bait, and is laughing, then you should continue working the tease. Expand on it, amp it up, question her. Do anything to keep it running, and it'll stack you towards vibing.

If she doesn't take the tease well, there's a Plan B. Some girls will be a bit touchy, for example you may have inadvertently teased her on a deep rooted insecurity



ty (uh-oh! We don't mean to do that), or she might just have been taking shit from someone else earlier that day and is in no mood for more. It could be she simply didn't get the joke and misinterpreted the tease as a flat-out insult. Whatever the reason you'll see it on her face and she won't play along. In this situation you have to soften your approach without giving ground with a scared-beta dick-tuck. Just tell her it was meant as a tease, offer a mild compliment about the tease, and then stack forwards.

For example:

**You:** *Hi. I just have to tell you something.... I was just over there, drinking my coffee, when you walked past and my head just turned like this [gesture]. I thought to myself why did I notice her, out of all the girls. Obviously you're cute but it wasn't that. Then I was running over and I realised. You dress weird. You've got this lovely long hair, colourful co-ordination but this manic sense of disorganization.*

**Her:** *[shocked expression] What do you mean weird???? What's wrong with me??*

**You:** *Woah woah, that came out wrong. I meant it as a compliment. You have a very individual style. I like that. Especially this hat. There must be a story behind it....*

proach itself; maybe she's not much of a talker, maybe your tease was so off the wall she's still processing it, maybe she likes you so much already that she's scared to talk and fuck it up. There could be many reasons why she won't loosen up and start talking. So rather than work with what she gives you (which in this case is "nothing"), you move on to the next phase.

The other thing that can go wrong after the tease is she simply refuses to fill the silence. It's rare, but it will happen. Maybe her English isn't good; maybe she's clammed up with adrenaline at the ap-



# STAGE 2.3 - ASSUMPTION STACK

## **Goal: Bridge into a conversation**

*The London Daygame Model is based on being a normal person having a normal conversation. There's a structure to follow so that you can convey as much value as possible, screen the girl, and move things towards the relationship you want.*

**H**owever, the actual meat and potatoes of the method is keeping the talk casual. We are not putting on a PUA wizard hat and acting like a retard. We are not playing a character, and we are not running routines. So the goal at the end of Kill Momentum is to initiate a normal conversation.

If you've opened well, and she's at least theoretically available to you (i.e. she's not married, she's reasonably attracted), then you must bridge into a real conver-

sation. Failure here will lead to her smiling, saying thank you, and then walking away because you didn't subcommunicate that you intend her to stay. Hopefully, your three observations will give her something to work with and respond to. If not, you'll have to plow a little.

Accept that, in the beginning, the responsibility is on you to create something out of nothing. She takes time to open up socially and she knows this is a pickup so she requires you to show a little of your-



self in making things happen. It's a chance to exhibit your social skills so embrace it. So now you'll assumption stack. Crucially **make it all about her**. Follow the 90/10 rule that regardless of who is doing the talking, the conversation is 90% about her and only 10% about you.

*The assumption stack is a short expansion of your original assumption (or it's corrected version when she replies to you). Typically four or five sentences.*

You will throw a lot of information into this stack so she has many different jump-off points to continue the conversation. Make it easy for her to talk.

After revealing your opener and buying some time with a tease, the girl should be somewhat intrigued. Let her talk and start reducing your energy. Hold strong eye contact, and don't gesture. If there's a real time constraint, you'll usually get it here.

This is where you find out if you've hooked or not. You haven't fully revealed your intent verbally but the non-verbals should've communicated that this is a man talking to a woman and you're not looking to be her new gay best friend. Most girls will be starting to realise what's going on. The girls will fall into one of five categories:

**1.No Girl.** She doesn't like you, or she's already fully loved- up with another man. Possibly, she would've been interested, but she's logistically unavailable such as

about the leave the country. She'll either tell you up front (e.g. I'm married), or just try to get away from you by letting you down gently without any explanation. What she won't do is try to continue the interaction. Everything she does is designed to not lead you on. Let her go. It was never going to happen.

**2a. Maybe Girl - Naive.** She doesn't realise you are hitting on her yet. She's thinking "this is a fun diversion to my dreary day" and wants more. Distinguishing this girl from the others relies on good calibration. You'll just feel she doesn't get it. She'll be too smiley, or breezy, and her eye contact will be very light. You can tell she doesn't feel sexually threatened. So over the course of the interaction you need to turn up the sexual non-verbals and maybe even just say at some point "you realise I'm hitting on you, right?" Then eventually she'll put herself into one of the other four categories.

**2b. Maybe Girl - Curious.** She knows the deal and hasn't yet decided what to do. Something about you is interesting to her, and she feels some attraction, but you haven't gotten over her threshold. She is genuinely undecided. This girl will smile, play along, and then reach a decision later. Tight game will get this girl. Of all the girls, these are the most rewarding because you simply wouldn't get them with a pure numbers game. Most of the highest value girls fall into this category, too: they aren't going to jump into bed with any guy they feel attraction for so they'll hold out for more value, and they've probably got boyfriends already, so they are as-



sessing you against him. You'll have fun in these sets, and the girl will respond well to tight game and cool off with lame game. You'll feel she's assessing, you so be careful not to fall into her frame and act foolish around her.

**2c. Maybe Girl - Logistics.** This girl likes you, but she's not a yes girl because something is in the way. Maybe she's got a boyfriend that she's thinking of dumping, but he's still in the picture as of this moment. Maybe she wants to date you but has a rule about giving her number to guys in the street. Maybe she's a virgin. It could be any number of things stopping her. You'll feel her positive energy, but she'll not quite commit to moving things forward. The onus is on you to take the lead and shoulder all responsibility for what will happen.

**3. Yes Girl.** These girls are already sold on you within thirty seconds. Maybe you are exactly her type. Maybe it's been awhile since she had a boyfriend and is now hoping to find one. Maybe she's in peak ovulation and feeling horny. But whatever the reason you just hit the jackpot because this girl is extremely receptive to you. The set will flow extremely easily, she'll agree with everything you say, bubble with enthusiasm and do lots of work herself. You just have to guide her through the stages and not fuck up.

Except for the No Girl, all others should respond well to the assumption stack, so don't get too hung up trying to figure out which type of girl she is. Consider this

## Game Denialism

**There are many people, especially on the internet, who will tell you all this stuff is far too complicated and you just need to "be yourself". They'll tell you there's no system to picking up girls, you just have to walk up to them, make some small talk, and then take a number.**

**Yeah, sure. As if nobody ever tried that.**

**It's like a boxing cornerman telling his fighter, "Just walk over there, punch him in the face, and knock him out". There still remains the big black box of how you accomplish this goal.**

**These denialists aren't getting laid, because they are stuck in Unconscious Incompetence, the very bottom level of the skills acquisition ladder. They don't even realize there is a skillset to be learned. When not on Game forums, they are probably on engineering forums telling guys, "All that physics stuff is way too complicated, just build the bridge."**

**Once you accept that there is a skill set to be learned, you've moved up into the rarefied heights on Conscious Incompetence. You know there's a skill to be learned, but you haven't yet acquired proficiency in it. Welcome to Daygame Nitro. I'm going to show you what the skill set looks like and how to acquire it.**



## Questions vs Statements

**Generally speaking, it's best to lean more towards making statements (which give value) than ask questions (which take value). However, I usually make statements that imply a question [e.g. "You look Russian" implies the question "Where are you from?"]**

background knowledge for the post-set debrief. When you're in set, just assume she's a strong maybe. She probably is. Even if she's in a hurry to catch a train she'll usually still make some conversation. I've had girls late for important appointments still give me five minutes of their time for the simple reason that...

*the most important goal in a woman's life is successful intimacy with a man, and thus they will always prioritise an interaction with a contending man above everything else in her life.*

Think about that for a moment. Earlier in this book, I explained the frame of day game for alphas. We are giving the girls exactly what they want. We are adding tremendous value. They want to be seduced by a high value man. And thus, no matter what logistical difficulties a woman encounters, if she's potentially available and thinks she might like you then **she will make some time to find out**. Don't ever take the "I don't have time" excuse seriously. Keep going, and then if she walks off after your opener, she just wasn't available to you. It happens, but you did your job properly.

It's best to stack into a conversation based on her answer to your initial opener, but don't be afraid to snip the thread completely if you run out of ideas. Some easy examples to use:

- So what brings you out today?
- You look [insert nationality].
- You seem relaxed, like you're having a great day
- If I was to guess, based purely on how you present yourself, I'd say [humorous observation about her job, character or hobbies]
- I don't really know you, obviously, but you've got this [feminine / bubbly / cheeky / serious / determined] energy about you. Is that what you're really like?

Every response she gives you, other than mono-syllables (in which case, plough), will give you something to hang a conversation onto. Every noun, adjective or verb in her sentence is like a hook upon which whole new threads can be added. I'll discuss this more in Vibing.

Once you've reached a point where you are in the early stages of a two way conversation without her looking like she's trying to leave, you have killed her momentum and are ready to slide into the vibing stage. If you're still struggling, try plowing for a minute.

## PLOWING

This is a community term for conversational persistence. You just keep talking



and keep your forward momentum going until she relents and joins a two-way interaction. Why does plowing work?

The common pattern throughout the animal kingdom in courtship is a reiterated loop of male-pursues / female-resists until seven or eight loops complete, and the female surrenders. This is true for a range of animals, including humans. Women are hard-wired to offer resistance against male sexual advances. It's not personal. The general rule with daygame plowing is this:

*If she is still standing in front of you, she is interested. If she doesn't tell you to fuck off, plow.*

In nightgame (or any other closed environment), the girls have specifically come to that venue to settle and spend time there. They'll be with friends, have drinks to finish, and perhaps their favourite seat in the house. These girls don't really want to be moving any time soon. Thus, you cannot take their continued physical presence as an Indicator of Interest. Daygame is different. If you stopped a girl on the street, in a shop, on a train platform etc. she can leave at any time without losing anything. If she doesn't exercise that option, it's safe to assume that she's happy to stay a little while longer, so keep plowing forwards.

Here are some reasons a girl may want to make you plow:

- She's used to guys hitting on her and then bailing when she doesn't give a positive response right away. She's trying to

filter you out, too. If you don't dick-tuck, she'll soften. Usually after a minute or so.

- You've caught her off-guard. She's going to spend some time watching you to pick up on the non-verbal cues.

- It takes her time to warm up socially. You caught her in a unsocial mood and you have to ease her mental state into a more social one.

- Her time isn't given away cheaply. You have to earn it by showing some balls.

Do not read too much into the responses a girl is giving you in the first minute. Don't get excited by a positive response, and don't get psyched out by a negative or non-response. The first minute of her behaviour has very little relation to whether you get the girl. So just take a (figurative) deep breath and plow the shit out of her. So long as she's standing there, keep going.

What are the key ingredients of a good plow?

Maintain good masculine presence with solid eye contact, steady slow vocal tone, strong un-reactive posture and a light playful unaffected tone. You can pretty much spew any old shit verbally in that first minute so long as you nail the non-verbals. She's reading your vibe, not your reasoning skills. I like to just blab on about whatever comes to mind no matter how meaningless it is, while I gradually transfix her with my eyes. You know you've successfully plowed when she suddenly softens and starts giving things back.



**Warning: If the girl is already engaging you in conversation from the opener, then do not plow. It will kill the vibe and kill her investment. You'll just come across as a boring uncalibrated, selfish guy who only knows how to talk about himself and doesn't listen.**

And if it's unsuccessful, let her walk off. You gave it a good shot, and she wasn't interested. That's okay.

## PROBLEM SOLVING

Here are some common challenges faced by regular daygamers and my preferred solutions.

### 1. She responds to the opener but keeps walking

Most importantly, keep talking and **do not move your feet**. The moment you walk after her, or even shift your feet towards her changing position you are sub-communicating, "I need you, so I can feel complete, and I'll follow you to the ends of the earth to stalk you." That won't help settle her nerves. Keep delivering the opener, turn your upper body to track her movement if necessary, and sub-communicate that you expect her to stop. If she likes you at all, you'll notice her feet start to drag even as she verbalises reasons why she can't stop. You are witnessing a forebrain-hindbrain conflict, so keep talking. Many times she'll stop perhaps ten feet away from you, and you can work the girl as if she was right next to you. After her heart

flutters have subsided, start to reel her in. An easy one is to offer your hand as you exchange names – she has to walk back to shake it. Remember the frame – I am interested in you, but I don't need you.

### 2. She listens to the opener, thanks you, then walks off

The answer depends on your calibration. One of two things happened here. Either (i) she just wasn't much into you, in which case you let her go or (ii) you have inadvertently sub-communicated that all you wanted was to give the compliment then leave, and she followed that signal. For the next set, get the sub-communication right. To save this set, just straight out tell her:

"Look, you've got at least a minute right? You could at least introduce yourself. I'm.... [put out hand]".

Generally, when I shake a girl's hand I keep hold of it without gripping. You'll be amazed how long many girls will just let you keep it there. But if you feel her pull away at any moment, let it go. This isn't a rape game.

### 3. She gives you an "aw, that's nice" response then hightails it

You're simply not man enough for her. Work more on your value and your masculine vibe. If you're a fat slob or a skinny girly man you won't get the girls no matter how tight your game. Sort yourself out. By all means keep doing sets – because once you do have your value sorted, you'll need all of the calibration and skills that can only be accumulated from



field experience. Don't get sensitive about it. High value women do not sleep with low value men. You can still make plenty of female friends in the meantime.

## **CASE STUDIES.**

Here are some other openers I've used where I go a bit off-model. I don't recommend you memorise or "can" them – that's defeating the whole purpose of the model and the girl will sense your fakery. Rather, look at the opener and how it related to the girl at that moment in time and how she made me feel. Notice how I take that self-knowledge as the raw material from which to fashion an opener that abides by the immutable principles of game.

### **GIRL #1 - RIDICULOUS CLOTHES**

I'm in an M&S food hall buying a sandwich when I see a girl of interest leaning over the salad stand. She's 17 years old, sexually inexperienced (I find out later), but has the raw untamed energy of a girl who is likely to be extremely slutty but doesn't know it yet. Physically, she has a tight waist and very curvy tits and ass, and she's wearing tight hot pants and crop top to show them off. She's got a beatnik, sub-cultural style with a few piercings, black and tartan goth stuff, lots of accessories. She looks like she's run through Camden Market boutiques covered in superglue.

I communicate with my masculine core. What is this girl making me feel and how is she triggering it? Very quickly I discover I like:

- Her vibe of dormant sluttiness
- Her individualist manner of assembling a unique look
- Her feminine dithering over which salad to buy is cute

So I walk over to her, do the three-finger shoulder turn and say hi. My opener is low energy with strong eye contact. All the basics of sub-communication are correct. These words are delivered slowly, unhurriedly, with plenty of pauses.

"Hi. I just have to say something. I just noticed you from over there. You are dressed..... fucking ridiculous. I love it. It's very sexy"

She loves it. Her eyes sparkle and she loses interest in the salads. She gives me the look of, "I'm enjoying this, but I don't know what I'm supposed to do. Please lead me." Then, I stack by talking more about her clothes.

"Ok, talk me through it. Start at the top [I indicate her earrings, which don't match]. What's the story with these?"

I then find myself in a conversation about fashion. I've successfully stacked and moved into the next stage – Vibing. Stop for a moment and unpack that opener. It is slightly off-model in the sense if doesn't have each of the mechanical elements in place but it remains true to the spirit – tell her what you noticed about it and make it playful and larger than life.

It doesn't matter which order you deliver the compliment ("I love it") and tease



## Energy Levels

**Consider the opener like a catalyst – it requires energy to begin the reaction. You must come into the opener carrying energy, or she won't stop. As you get better, the relative amount of energy can be reduced, but there must be some. You have to invest something, putting yourself on the line, or else you're just another wishy-washy nobody unworthy of her attention.**

("fucking ridiculous") so long as they are thematically related and close together in the delivery. For example, "I love your style. It's very elegant. But you seem like a high maintenance girl" won't be very effective because the tease has little relation to the compliment.

Although very concise in word count, by drawing attention to her dress sense, I am also focusing on what I truly like about her and what I know is an important part of her identity. She dresses like that to be noticed, and in particular to be noticed as a bit of a rebel. So by teasing her that it's fucking ridiculous I have correctly paced her because it is ridiculous, she knows it is, and she wants it to be this way. So I've actually connected with her by stating it openly and with conviction. Left hanging there, it would simply be an insult, so I follow up with a statement of interest and make no mention about me being sexually motivated. However, I'm not making an actual proposition for sex that requires her to make a quick sex/no sex

judgment. I'm merely declaring that I find something about her sexually alluring. With only a few words, I have communicated to her that I'm a strong, confident man who knows what he wants and has selected her from a sea of rivals because of specific things she triggers in me, things which she herself identifies with. None of it is canned. She doesn't think, "he hands that line to all the girls".

That's powerful. She hooked strongly.

## GIRL #2 - SLUT OR NOT SLUT

I'm walking through Camden Market when a dyed-red-haired, slim 19 year old art student walks past me. She's dressed a bit rock-chick but has an innocent air about her. She seems to be on her way somewhere, not just dawdling around the shops. I give chase and jump in front of her – formulating the opener as I run.

I communicate with my masculine core. I realise what I like about her is:

- She's dressed like a rock chick slut, thus hinting at sexual openness, but she's clearly a shy "nice girl"
- She has a timid demureness

It doesn't need to be complicated. At minimum I'm just looking for one thing to hang the opener on. I open with:

"Hi. I had to stop you and say something. I was just back there when you came storming past, stomping your little feet. I noticed you and I was trying to think



why you caught my attention. Then I got it..... it's your vibe. You are dressed like a slut, but don't actually give off the slut vibe. That's very interesting. I don't know how you pull it off, but I like it."

This was actually a variant of opener called The Observed Incongruence, which I detail in *Daygame Mastery*. You'll also notice how reliably you can use a woman's fashion as your opener. Women spend an incredible amount of time and emotional energy dressing themselves so you can be certain she is fully-invested in that topic. She'll be flattered if you notice something about her style and indignant if you tease her one it, thus giving a nice mix of Pull and Push. After her nationality, her clothes are my go-to topic for an opener.

In this case she laughed and responded strongly, so I ran with it a bit longer as my stack. I scan her up and down, like I'm trying to formulate a thought. She accepts the silence because there's anticipation. Then I bridge into the vibing phase of our encounter with an assumption stack:

"I'll tell you what it is. You've got a leopard print handbag. You know what that means, right? Any time a man sees a woman with some leopard print – a bag, skirt, shoes, whatever – you know what he immediately thinks?..... Prostitute."

More laughing and we're vibing. I've hit all the principles of opening and put together a ballsy teasing observation that doesn't actually insult and is directly related to the reasons for me showing sexual interest in her. Because I got a good response from

the opener, I delve further into that theme to accomplish the stack towards vibing. In doing so, I've signalled to the girl that she's getting herself into a very unusual and rare interaction with a guy who is unlike anyone she's met before. Most girls will pursue that interaction and demand more of it. In this case, she was on her way to meet her new boyfriend, so we talked about that – although I'd already basically destroyed him by coming over the top with so much more value than he has managed in the one date they'd already had.

### **GIRL #3 - SWEETIE OPENER**

I'm standing outside a shop in Covent Garden chatting to my wing. From twenty metres away I spot a girl headed past me who is exactly my type. She's wearing a thick milky-white jumper and a short shirt with black tights. I tell my wing to start amping up the pre-approach value so he starts laughing at my jokes and we gesture a lot. The girl can't help but notice us having fun just as she's drawing level. I step slightly across her path and hail her:

"Hey. Do you mind if I give you a compliment. It's kinda weird..... Cool..... I was looking over this way [direction she came from] and I just picked you out of the crowd immediately. I was wondering why, then it came to me. You look like you should be the Milky Bar Kid... It's the jumper."

This is almost nonsensical. She had a milky coloured jumper and that was my only connection to the opener. But it was interesting, and I was sub-communicating value – that's all I needed to get her



to stop and wait to see how I stack. Thus, I ran with it, talking about how I played the Milky Bar Kid at primary school in a play. That led us into vibing about our favourite childhood memories.

## ***SIGNS OF KILLED MOMENTUM***

The entire purpose of the preceding stages is to render the girl stationary both physically and mentally, so she is happy to see where the interaction goes. Depending on the girl and your mood, you might be mixing in varying amounts of attraction, comfort and seduction. Typically, it'll be heavy on attraction and some comfort, but you can always open girls with big-time eye-fucking and throw a fistful of seduction at them, too. It really depends on what you want. The exact blend is unrelated to the goals of Kill Momentum. You're simply stopping her on all levels to give both of you a chance to vibe. Look for a combination of these signals:

- She crosses her legs and sits her weight onto them
- She lights up a cigarette
- She turns her body away from the direction she was headed and doesn't turn it back
- She is focused entirely on you without looking in the direction she was going or at her watch
- She repositions her accessories such as hiking her handbag further onto her shoulder or putting her mobile phone into her bag

- [in a cafe] She pushes her books to one side or closes them.
- She visibly relaxes in any way. For example, if she's sitting in a cafe she leans back and opens out her body language.
- She receives a text or call and doesn't take it, turning her attention back to you.
- She talks to you with some animation

Above all you'll simply *sense* it. You'll feel like you're not trying to keep the girl in front of you. You're not reaching for anything. So start Vibing.

## ***SUMMARY***

You know how to stop the girl and get her full attention. She's intrigued. She's going to hear you out because you are at "hook point." You are now an early contender for her to find successful intimacy. She understands she's being hit on, and this is a male- female dynamic. She's now going to go through her side of the courtship ritual and see if you can successfully pilot her through.



# STAGE 2.4 - ELECTRICITY AND SPARKLE (VIBING)

**Goal: Amplify her attraction for you.**

*The purpose of "Vibing" is to create electricity and excitement to entice her. You will match energies with the girl and draw her into a two way conversation that she enjoys*

In my early sets of daygame, I made the same mistake everyone else does, when most of the theory he's read has been about night game. I thought it was up to me to show off and impress the girl with higher energy, interesting stories, and generally communicate value through my words. This led me to talk mostly about myself in the mistaken belief that by showing her how interesting I am she would become interested.

Big mistake.

Standard nightgame method doesn't work well in daygame, because the frame is all wrong. I mean "standard" as in the common indirect group theory. Opinion openers and so forth. There are ways to nightgame effectively which I don't discuss in this book, so don't you nightgamers start getting upset with me just yet!

Nightgame frame:

- She is hot, so everyone in the club wants her
- You are one in a procession of guys



auditioning for her

- You need to capture her attention and entertain her
- If she's sufficiently entertained, you buy more time with her

This is a bad place to be coming from, because it encourages you to become the dancing monkey. You will end up talking too much, offering too much active value, and you'll grow to fear silences. You've set the girl on a pedestal, and all of your micro decisions will communicate to her this elevated value.

The purpose of the LDM is to enter the interaction where you are a one-of-a-kind, the shiniest and coolest thing she'll ever encounter. This girl has just gotten lucky that you chose her and all of your micro decisions are going to communicate that. This means you need to get the girl to do most of the work which means she does most of the talking. However, you can't just jump immediately to that stage. You won't be walking up to the girl and declaring, "I'm too good for you. Impress me". You have to build your value first, and encourage her to open up. You do this through vibing.

Your vibe is the biggest weapon in your attraction arsenal because of what it subcommunicates about you. A man who can vibe is a man who is comfortable with his identity, with talking to pretty girls, and with moving the interaction towards sex. This means there is both an acknowledged and an unacknowledged purpose to the vibing stage:

**Acknowledged:** we are having some fun as we get to know each other.

**Unacknowledged:** we are matching energies to see if we are compatible.

## WHAT EXACTLY IS VIBING?

Vibing is undirected, free-associating conversation in which the you both gradually open up socially and try to dial their energies so you can pull her onto your wavelength. For the woman this tells her:

- Do I have chemistry with this man? Is he matching me?
- Is this man a friendly, socially competent guy?
- Do I have happy feelings when I'm around him?
- Does he know how to put me at ease?

Because so much of what you are trying to accomplish is about leaving an impression upon the girl's subconscious (which will then trigger certain emotions that she will use to guide her talk/don't talk decision), you have to be really focusing on your energy rather than your words.

## HOW TO VIBE

You have carried your playful mental state from pre-approach into the interaction so you are feeling chatty and socially unfettered. Try to resist structured thoughts and canned material in favour of letting your brain tap into your uncon-



strained stream of consciousness. Your innate creativity will express itself through word associations, dredging up of obscure funny but relevant memories and stories, quirky observations and so on.

Don't try hard to impress. Don't try to be logical or cultured. The time for displaying your well-rounded character and life accomplishments will come later. For now you are just dropping in occasional comments that give a glimpse of the superman beneath. The meat of the vibing is light and carefree. You are not afraid of saying retarded shit. You are not leading it anywhere. However you are always somewhat defiant – you challenge her, you don't pander to her whims, and you are your own man. Women adore defiant men. It makes them sit up and think “who is this guy?”

Here are some examples to throw in:

### **TALK ABOUT HER CLOTHES, ESPECIALLY IF THEY ARE WEIRD**

I cannot overstate how easy it is to hook a girl by talking about her style. If she has *any* interest in you, she'll bite on this topic. As you do more daygame you'll naturally wish to branch out and use other topics to vibe with – and I recommend you do so to keep it fresh – but you'll always come back to the Big Four topics of her:

- Nationality
- Style
- Mood
- Occupation

Your opener doesn't have to be about her

clothes to go into this thread. Just start with an observation and run with it. Before you know it you'll have stacked into a few minutes of fun conversation that has drawn her out of her shell while also setting a good male- female frame. This example is very banter-ish. Most girls will be calmer and less fizzy:

**Me:** *Ok, come on. You really do dress funny. Talk me through it from the top. What's with the hat?*

**Her:** *I got it in a little market. I like the wool; it's lovely*

**Me:** *Wool is for sheep. I like sheep actually. I never quite understood why people are supposed to count sheep when they go to sleep. Do you sleep?*

**Her:** *Duh! Yeah.*

**Me:** *Hahaha. I can't believe you said duh. That's so..... Audrey Hepburn! Only Homer Simpson says duh! I'll bet you've actually written that as an answer in an exam. No, I mean properly sleep like in a deep trance where people shake you and can't wake you and you're properly out for the count.*

**Her:** *I don't really know. Actually, yes! There was one time I got drunk at a party and they hoovered up around me.*

**Me:** *Oh my god, what a bad girl. I can't introduce you to my grandmother, then. I love my gran. I sleep like a barbarian. I'll wake up immediately if danger strikes. Are you dangerous?*

**Her:** *Too dangerous for you. Watch yourself.*

**Me:** *Those earrings are dangerous. All pointy. You could have somebody's eye out. An animal could cut its paw.*



Notice how I jump around freely in the conversation according to whatever crops up in my mind. There's nothing in here that could be described as a DHV-spike. We are just bouncing around without a care in the world, having fun. Gradually matching energies.

This example is very fizzy because it's an English girl in a great mood and she just loves the push-pull. Don't feel you have to reproduce that level of zaniness. I'm just trying to draw out the salient fact that you are fizzing things up, dicking around, not taking any of it too seriously. Fizzy vibing will naturally integrate push-pull because you aren't really trying to get her yet, so she doesn't feel like you're demanding anything of her.

## THE FUR COAT

I once talked to a pair of French tourists who were dressed in a quirky retro fashion. One wore a long second-hand fur coat and the other had distinctive big glasses on. Soon after the opener, I'd killed momentum, so I vibed along these lines:

**Me:** *I like her coat. Probably twenty cute rabbits died for it, but it was worth it*

**Glasses Girl:** *Haha. It's real you know.*

**Me:** *I like it. My mother used to have one, when I was really young- it was fashionable back then.*

**Coat Girl:** *What! Are you saying it's not cool now?*

**Me:** *Hush. What I remember is when it was really cold I used to hide inside it, huddling against my mother's leg*

*and wrapping myself in it. That's the memory you have brought out of me. I love my mum.*

**Both Girls:** *Aaaaaaaah, that's so sweet!*

**Me:** *How come you have the nerd glasses. You don't look like a nerd. You look kinda hot.*

**Coat Girl:** *[laughs at her friend]*

**Glasses Girl:** *These are cool glasses, I'll have you know.*

**Me:** *(retarded voice) Cool glasses I'll have you know. You sound like Poirot. I used to read Agatha Christie novels a lot as a teenager. You know the ones I mean?*

**Both Girls:** *Agatha Christie?*

**Me:** *Yes. You know there's three types of crime fiction. Hardboiled, police procedural, and the locked room mysteries. The best Poirot is the Murder of Roger Ackroyd*

**Coat Girl:** *What's it called?*

**Me:** *It's long words. Don't worry about it. Do you have mysterious library murders in France?*

**Glasses Girl:** *We have everything in France. It's a beautiful country.*

**Me:** *Do you have goats?*

As should be obvious from these examples, I am not constructing a chain of logical reasoning. I'm quite literally saying the first thing that comes to my mind and working with what the girls give me. By very deliberately not sticking to a script, it forces me to be responsive to the flow of energy and to tailor everything to the specific interaction in mind. There are some ways to practice this.



## CONVERSATIONAL HOOKS

Every single thing a girl says to you gives you material to work with, and not necessarily in an obvious way. To take a simple example, you introduce yourself and she replies: "I'm Katerina, from Russia."

Here's some ways to vibe off such a short sentence and handshake:

- Really? Do you know what I hate... I mean what I love about Russia?
- Katerina? Like the Russian queen, the one who was dating Rasputin? (deliberately mixing up her country's history)
- I like that name. It sounds musical, like the first drops of spring rain landing on a leaf. Then a butterfly flutters away (hamming up the imagery)
- I don't like cats. I like dogs. Do you know Siberian huskies? I love those. They are like domesticated wolves (mis-hear the sound and make an association to snip the thread)
- Crikey, that's a firm handshake. Are you one of those KGB assassins, like the ones who chase James Bond?
- Russia? Never heard of it. Is it part of Finland?
- I knew a Katerina once. Really cute, really small. She used to play in her cage every day, running on a little wheel, making it spin round and round.

None of these are killer responses that will make the girl run in bed with you. She's just given you a little package of information and now you are expanding it out. She's given you a small pouring of dilute Ribena and now you are adding the water to get a full glass out of it. Just run

with it. And if nothing pops in your head? Use that - "Nope, sorry I'm drawing blank. What's the coolest thing about Russia?"

## LIGHT TEASING

It is important to give a girl some Push early in the interaction to counteract all of the unavoidable Pull you are doing simply by hitting on her. The LDM uses teasing and challenging, meaning you make fun of her and you disagree with her. Don't do it excessively, just enough to show you have boundaries. Consider these as spice sprinkled upon the meal. You won't be prying very deep into her character yet; you are mainly finding creative ways to exchange basic information without being tedious.

You are not insulting the girl or negging her. A neg is defined as a false disqualifier. You are not disqualifying yourself because this is not indirect game. Your frame is you are interested but if she walks away that's ok. So the teasing is not designed to hide your intent, rather it's designed to make the interaction fun and show her you aren't fully sold on her yet, that she still has to do some work to win you over.

Teasing will aid your glow. You are building a love bubble with the two of you as the inhabitants. The rest of the street / coffee shop is going to fade into nothingness, so the only thing that matters is the two of you. In later stages, you'll be doing this through hypnotic scanning and intellectual mastery, but at the vibing stage it's too early for that. For now, you are raising her energy, lifting her mood, and



sweeping her off her feet out of this boring world she lived in just sixty seconds earlier. Here are some examples:

### **A SET OF FRENCH GIRLS I DID WITH A GERMAN WING**

**Me:** I went to Paris in December. Je ne parlez not ze French, but I did go to the Eiffel Tower. Sorry, Le Tour Eiffel..... I went to that big street to, le champs des le Elyssee [deliberately butchering the french accent]. What's the name of that big arc. You know at the end of the street. The one the German army marched through.....

**Her:** [laughs, qualifies on not being entirely French]

**Me:** [to wing] Shhhhhh! We won't tell them you're German or they'll run away.

### **A SET OF FINNISH BLONDE MODELS, WITH SAME WING**

**Me:** Your skirt makes you look like a pack of bubble gum. Spearmint... No!.... Peppermint

**Her:** [laughs]

**Me:** You don't fit my image of Finland. I see Finnish people as snipers, in the snow, hunting wolves and Russian soldiers. You look too clumsy to stay hidden.

**Her:** No no! [gesticulates wildly with her cigarette in her hand]

**Me:** Woah, woman! [pushes her arms to her sides]. Steady on. You could have someone's eye out with that little cigarette..... See, too clumsy.

### **SMALL ENGLISH GIRL IN RASPBERRY COAT**

**Me:** You know what you remind me of? Have you seen the kids cartoon Rocky and Bullwinkle? Well, there's a moose. He's a big clumsy fool but kinda cute. Big antlers. That's Bullwinkle. His friend is a little chipmunk. Full of energy, always trying to lead everything. You can see where this is going can't you.

Each of these examples is specific to the girls in question but you can be working general principles and also have a few boilerplate generic teases in the bank to drop onto the girl whenever you're short of ideas. A good tease will involve some or all of these elements:

- It highlights an embarrassing physical or personal trait in her, even if you're just guessing, and she doesn't even have that trait. For example, claim she's clumsy, or loud, or attention-seeking
- Tie the trait to a children's character or immature youth generally and then expand on it to ridiculous proportions.
- Condescend that even though she's a dufus, it's quite cute really, so you'll humour her like a small child.

Generic examples to use are:

- You remind me of someone. Have you seen the TV show Fraggle Rock? It's like the muppets, about these little creatures that live in caves underground. At the



beginning, there's a girl fraggle that runs through the caves singing..... that's you.

- You're like Zippy. What, you don't know Zippy? He's a naughty puppet from the kids TV show Rainbow. He's got a zip for a mouth so you can shut him up when he talks to much [*gesture zipping her mouth shut*]. He's always yapping on trying to be the centre of attention.

- You don't fit my image of [her country]. I have this idea that everyone from [her country] is [borderline racist stereotyping with humour].

- I imagine that you're one of those girls who looks really elegant and graceful when she's standing still. But as soon as you start moving it's like clunk clunk [*imitate dinosaur feet*], and you keep walking into stuff.

Don't take the teasing too far until you've become certain from your calibration that she likes it. Generally you can tease harder in 2-sets to play the girls off each other and make them laugh at each other. Frame them as polar opposites such as:

- You are the sensible one, aren't you? She's always having dumb ideas, and you have to make the decisions before everything goes disastrously wrong.

- You're a bad girl. She's a nice girl – I can see it in her eyes. Your eyes are full of mischief. I don't trust you. My mother warned me to stay away from girls like you.

- You're the older sister right? Always watching the baby one and keeping her out of trouble.

- You are typical Latvian, she isn't. You have the [list of positive traits] whereas she is more like [some mildly embarrassing traits, such as being a player]

The amount of teasing a girl can handle depends on many factors and not all will be clear. Teasing is “gamey”. As you keep pushing at some point you might cross her boundary and she pushes back with a sub-communication of, “are you just going to rag on me all day?” This is the time to instantly get real with her, and come out with a statement of interest. For example:

[single girl] Ok, look. I'm just teasing you. I actually think you're really cute.

[2-set, to obstacle] Can I tell you a secret? Do you know at school when the little boys throw rocks at the girls they like? That's what I'm doing now.

Depending on the set these teases could be 50% of the vibing stage or just 5%. Calibrate to the girl's personality and reactions. If you already sense well-matched energies, and she's being real with you, then tone it down. Teasing is mostly attraction building so you don't need to overdo it with a girl who already likes you.

## FUTURE PROJECTION

Once you're a couple of minutes in, you can lengthen the teasing into a story.



Building a love bubble involves positioning yourselves as a team doing things together in the future. By describing an interesting escapade together you give her a window into how much fun she can have with you, how far above her humdrum life you can sweep her. You do this by inventing ridiculous situations in which you get one over on her.

The frame is she is a bratty, clumsy kid sister who is great fun to be around, but if she was left to her own devices, the whole world would fall into chaos. Thus, she needs a strong man [you] to keep her on the right track. Remember, women spend their whole lives chasing their own tails until a man comes along to provide direction – you are synching in to a core need in the woman here for leadership and security.

## MILD SEXUALISATION

Remind her that this is a man talking to a woman, and drop in flashes of sexual comments. In the beginning, it's best to keep them short and then immediately stack into something else. If you go strong, vulgar and stay there, then you will look creepy. Examples:

### 2-SET FINNS

**Me:** *It must be brutally cold up there now. When I was in Latvia it was -12. So so cold.*

**Finn:** *Its about -20. We had one day that was -40. You wouldn't believe it!*

**Me:** *So you all wear heavy furs?*

**Finn:** *At school, we'd have to still to PE*

*then. Running around outside in that cold weather. It was horrible.*

**Me:** *Hang on a minute. In Japan, where I used to live, the kids have gym uniforms. The girls have short black shorts and white t-shirts for gym. Do you girls have to wear furry versions of that?*

**Finn:** *Haha. Not quite*

**Me:** *In England we don't have extreme weather. You don't even need to check the forecast because we have the "balls test"?*

**Finn:** *The balls test?*

**Me:** *Hmmmmm. Can I be vulgar? You seem a bit innocent.*

**Finn:** *Hahaha. Yes, you can be vulgar. I'm not as innocent as I look.*

**Me:** *In the morning, I go to my front door and open the letter box. I pull out my cock. If the weather is cold enough to make my balls shrink, I know I should probably wear a jacket.*

**Finn:** *Hahahahaha. Tell my friend! Tell my friend!*

In the above example, I'm introducing the idea of skimpy women's clothes to show her I relate to women sexually and when she doesn't quite bite, I move on to just talking about my cock, but not in a "I want to stick my cock in you" kind of way. The next example uses sexuality that relates more directly to the girl.

### 2-SET FRENCH

**Me:** *Yeah, it's cold. I've got the warmest jacket in the world. Look at this [indicate the rabbit-fur lining]*



**Her:** Wow, is that real?

**Me:** Yeah, it's rabbit. I didn't know when I bought it – I'm vegetarian – but when it rained once I began to smell like a wet cat.

[a bit later in set]

**Me:** I like your eyes

**Her:** Are you checking me out?

**Me:** Not yet. Ok, let's see what your ass is like. Turn around [spin my finger, she twirls]. Nice. How about your breasts? Are they good? It's difficult to see with that coat.

**Her:** Yes, they are good. You are like a rabbit!

**Me:** The jacket is aspirational dress.

[later]

**Me:** We're going out tonight. Give us a shout after your theatre

**Her:** I can't make tonight. Tomorrow is ok. But tonight, you can't be a rabbit.

**Me:** Oh, I wasn't thinking about fucking you. Just a little bit..... Hmmm, but now.... [look at my own crotch, and touch it]... Hmmm the cage is open but the beast is asleep. Yeah, I'm thinking about fucking you.

**Her:** [laughs, number close]

This above set was where a motif (rabbits and how they fuck a lot) continued from vibing through to the number close. Other types of sexualisation can be short and sweet. The important point is to keep the entire interaction as **a man talking to a woman**, not some lame social guy denying his intent. Much of the sexualisation will be in the non-verbal communication – the girl knows that you stopped her in

the street because you want to fuck her, even if you just asked her the time – but you can still verbalise it.

One thing I like to do is begin talking about something non-sexual, then pretend to get distracted by her breasts, comment on them, then go back to the story:

*"For me, Portugal is kinda weird. When I went on a guided tour, they took us to a cork factory. It's like you are really proud of your cork... nice tits, by the way, I like them..... Yeah, so there were all these different tourist presents cut out of the cork, like beer coasters, clocks, etc."*

## PERSONALISE IT TO HER

While I've just discussed various ways to set the frame and keep the energy playful, remember that you are getting to know the girl. You aren't probing her for anything deep yet. Now is not the time to ask if she likes being fucked in the ass while you spit on her hair and call her a dirty whore. There are retards in the community who'll tell you to do this, but I'm not one of them. For now, it's enough to just talk about her and get her opening up a little. Consider the following reaction to the type of comment a girl might give you early in a conversation.

*"I was born in Kazakhstan but grew up in St. Petersburg."*

Ranging from bad to good, here's some possible ways to move the conversation forwards.



- "I've been to St Petersburg. I have a business there, with lots of apartments. I go there several times a year" [try-hard]
- "That's where you have the Winter Palace isn't it? I heard that it's a huge building and it takes years to see everything. It was built by Katherine the Great wasn't it" [better, but too much talking and too much Wikipedia]
- "Kazakhstan? Are you Borat's wife" [teasing, not bad]
- "I've never been to Russia. What's it like as a girl growing up there?" [personalise, personalise, personalise]
- "I imagine London feels very different... [pause]" [let her add value about how she relates to life]

Everyone loves to talk about themselves. We all like to have someone paying attention to us. Girls in particular live in a solipsist world where they are the centre of everything, and they love to make everything about them. You can work this angle to get the girl to open up and begin investing.

*Whoever is doing the talking is doing the qualifying.*

This doesn't mean you are validating her. A normal beta chode [not your humble author or the esteemed reader] will smile, nod, agree and let the girl fly into the clouds of unicorns and magic carpets as she rants on about how cool she is. That's not the game. You are non-reactive, not yet sold.

At the beginning, you might be doing 90% of the talking, but make sure it's about her. Resist the temptation to DHV with

elaborate stories. Resist the temptation to fill all the silences with babble. Resist making it all about you – it comes across as horribly try-hard and lacking in confidence. Always try to find a way to turn the conversation onto her. She'll open up, and she'll naturally qualify herself to you. All the while, you'll be gathering more information to screen her and calibrate to her character and lifestyle.

Ways to turn it onto her:

- What's it like to grow up in your country / have that experience / do that job?
- What was your dream?
- What inspired you to do that?
- What did it feel like when you.....?
- You don't seem like that type of person...
- There must be something that drives you...

As she opens up just nod, listen, show that you are paying attention but withhold any judgment. You'll be beginning the bridge into the next stage of Investment. For now, you can still tease her a bit, but as she talks, let her. Don't talk over her, and don't ever break rapport.

Once you've raised her state, matched energies, and got her engaging in a two-way conversation, it's time to progress to the next stage.

## ***SIGNS THAT YOUR VIBING IS A SUCCESS***

- She is smiling, laughing, teasing
- She tries to add value by telling you things



- She pro-actively begins talking about things you never actually asked her about
- She asks you questions
- She is accepting all your moves like eye contact, teasing, sexualisation.

Congratulations. She likes you. Start investing her.

## SUMMARY

There's a spark in the air. She's into you. She's laughing and having fun. You've got her. It's now a case of leading her to the bedroom without fucking up in-between – but there's still a lot of work to be done.



# STAGE 2.5 - INVESTMENT

**Goal: Build rapport, and make her work.**

*After Vibing with a girl for a few minutes, the interaction will be very fizzy. She'll be laughing, smiling and feeling attraction for you. This is important in setting the tone that you are engaging with her on a sexual level. The problem with fizzy sets is the same as with fizzy drinks – it's a sugar rush that doesn't have nutritional content.*

**F**ive minutes after drinking a can of Coke and you're just as hungry as you were before it. It's empty calories. It hasn't filled you up. So it goes with Vibing.

This is why we need to add the Investment stage. Put the girl at ease, and begin to engage her on a more authentic level, so that

a real connection can be built. Additionally this is the stage where she's motivated to impress you (she likes you now), so she can be drawn into working harder. Let's move to the principles of Investment:

- Dial down the energy
- Build authentic connection
- Make her work



## THE FRAME

Remember this is daygame for alphas, not betas. **We** are the prize. And yet here we are initiating the interaction and doing most of the initial work. Hmmmm, doesn't that make **her** the prize?

This is why practiced aloofness and flipping the script is so important.

It's ok to hit on girls. It's your job as a man. The human courtship ritual requires a man to do most of the pushing towards sex, so the fact you initiate and drive it forwards is not needy. She expects it. Things would be so much different in a social circle, but we are talking cold approach and she knows different rules apply.

The alpha male, the man with options, still tries to fuck the girls he likes. The women who want the alpha male know he has options, and that they must distinguish themselves from their rivals. A good day game pick-up caters for the hard-wired needs of both sides. This means you must declare your initial interest, and then make her work for you. It has to be subtle.

The basic principle of investment is:

*Make her work for you, until you have been won over sufficiently to grant her more of you.*

In this case "more of you" can be a date, a bounce-back or a quick knee-trembler in the toilets. Now, in the beginning of your daygame career, you'd fuck anything regardless, so this investment process is an

act. As your world becomes more abundant with pretty girls, investment becomes a reality. I can't be bothered with girls who think they are the prize. They aren't. A high value man has far more value than a high value woman. Instinctively, they know this, so they'll test you to gauge how you value yourself. If a woman will not clamber down off her pedestal when engaging with a high value man, it means she is fucked in the head.

## SUB-COMMUNICATION

Like with the rest of this model, most of the value is being communicated below the surface. You aren't going to get far by walking up to a girl and saying, "I'm the prize. Impress me"- even though this is what they instinctively wish to believe from the men they like. Girls are not hard-wired to be cold-approached, because (in the state of nature) everyone knows everyone, so it's like a primitive social circle game. These cave girls can see each man's relative position in the male dominance hierarchy by observing male interactions. In modern civilization, girls will herd to situational alphas like fans at a Beatles concert where there is a flock of girls all screaming, "pick me, pick me!" to the small band of alphas on stage. While the alphas in these two scenarios will likely behave towards the women in a manner congruent with their social position, the women will be able to discern the man's high value.

The same principle does not hold true in cold approach.



All of the value must come from **you**, in a short period of time. As the girl gradually perceives more value, she'll become more amenable to the idea of investment. This is why daygame is so pure, so thrilling and so portable. Everything you need in order to seduce the girl is contained within you, without any external props.

Thus, we don't begin investment from the beginning the way George Clooney could. You have to wait until you've killed momentum and vibed, where you do most of the work and display value. Now the girl has a sufficiently high estimation of your value, and is enjoying the interaction sufficiently that she's prepared to work hard.

Now you will begin to dial down your energy and work-rate in order to increase her work-rate. You do this through subcommunication. She's feeling good when you showed her what a fun guy you are and she wants more of that feeling. Dangle the carrot in front of her and dole out small rewards. Make her chase.

The single most important subtext to investment is your relative energy levels. In the beginning, you created the interaction and infused it with energy to make it stick. You had the interesting opener and stack, you led the conversation and helped her out until she opened up. You raised her state and swept her out of her boring day.

That's a lot of value but also a great deal of work. She's in your debt. Now, don't get too hung up on making it like a transaction just be aware that she will feel you've been giving value to her and she'll feel social-

ly obligated to give you some back without you having to draw attention to it. If you've gotten as far as Investment without her blocking you then she's also attracted to you. She's motivated to impress you and make you like her. If you keep giving non-reciprocated value, you are essentially lowering your value. Alpha males don't need the girl; they merely want her. This explains why they are happy to make the first move and display themselves, but that's all. Persistence is a beta trait.

Thus you must invest her to maintain alpha status. Having her merely bask in your validation, compliments and supplication will instantly consign you to the "beta nice guy" wasteland.

*Dial down your energy.  
It's so important.*

Think of it differently. How does a typical direct beta pick-up go? A guy who knows some game but still thinks women are the prize and will take any vaguely hot women. Something like this:

- Man approaches woman. Man validates woman with compliment.
- Woman enjoys validation. She knows she has the man. Done deal.
- Man talks talks talks. High energy, rapport laughter, jokes, stories. Woman stands and listens without needing to do any work to contribute to the conversation..
- Man can't believe he's still talking to beautiful woman.
- Man gets more excited. "I'm in! I might lay this girl". More high energy.



- Woman thinks “why is he so excited that I’m listening to him”. She’s already bored.
- Woman gives some energy back. Tells a story or makes a joke.
- Man thinks “wow! She likes me! That’s an IOI” and matches her energy.
- Passers-by are freaked out by the dancing monkey.
- Man asks for number. Woman feels socially obligated to give it so as not to let him down or to feel awkward. She never intends to answer.
- Man uploads video to YouTube and sells bootcamp to students who don’t know better.

There’s so much wrong with this method, but the two relevant elements here are:

- she never felt like she worked for him and;
- he sub-communicated that he’s just lucky to be there.

The way to beat this is to dial your energy down. Think of yourself as a black hole that absorbs all energy around it, pulling it into the dark depths to never return. This is characterised by:

- Low, flat vocal tone
- Slow speech with short sentences
- Strong sexualised eye contact
- Rewarding her investment with nods and noises delivered in a slightly ambiguous way- like you haven’t made up your mind about her.
- Occasional queries but earnest challenges like you don’t quite buy what she’s selling / don’t quite agree with her.

## LOW FLAT VOCAL TONE

We are engaged in an indirect-direct pick-up which is intended to result in your he-rocket inside her she-pocket. Thus, at some point you must actually hit on the girl by conveying intent. It’s no good to open directly and then just turn off the sexuality. You’ll stall out, and she’ll wonder why you aren’t the cool ballsy guy you initially presented yourself as. If she’s still standing in front of you two minutes into the interaction, then it means she’s attracted. Maybe even undecided. Maybe not especially attracted. But definitely there is enough attraction to make it worth moving it up a notch. So hit on her with your sub-communication.

How do you talk to girls that you are already fucking, just before you fuck them again? I’ll bet your voice deepens, and you modulate out the peaks and troughs in energy. Perhaps you sound rather gravely. This is the hard-wired phase men shift into, and women respond to it. Start talking to the girl in a tone that sounds like you want to fuck her. **Because you do want to fuck her.**

If you need inspiration for how it should sound, then watch some movies. Clint Eastwood in his Italian westerns, Vin Diesel. You don’t have to go so far as Barry White.

Consider the converse. High vocal tone is synonymous with rapport-seeking. Think of all the whiny annoying comedians and TV characters you’ve ever seen. The *Seinfelds*, *3rd Rock From the Sun*, *Friends*, *Frasier* sidekicks. The James Belushi “buddy”



character in a cop movie. They all talk high and it's really fucking grating on the ears. We are not trying to be Steve Colbert.

Metaphors and imagery can help. How does the Lion feel as hit lies in the savannah after eating the prey? He's lazy, sleepy, yawning, content. If he could talk, he'd sound like Charles Bronson. Watch some movies and think "what would Dirty Harry sound like" or "what would Dracula sound like". Predators don't do high-pitched yapping. Yorkshire Terriers do.

### ***SLOW SPEECH WITH SHORT SENTENCES***

This will probably be the most difficult element to get right. The temptation to talk is strong. If you're a smart guy, you'll also be tempted to show off with intricate sentences, sub clauses, obscure words and so on. You might feel like talking simple and short makes you sound like a retard.

Embrace the simple. You are sub-communicating on a primal level with the girl, a level that allowed human ancestors to procreate long before spoken language evolved. You are drawing her in to talk, and she won't talk while you talk. Don't train the girl to enter a frame of he-talks-I-listen. She'll never invest that way. She wants to follow your lead so instead set up the frame of he-listens-I-talk.

Confident guys are happy with silences, with listening. It frees up the mind to observe social queues. Needy guys are effusive with the verbal diarrhea.

Short sentences have more advantages. Have you noticed when men have a confrontation that ends in a fight that they begin with lots of energy and verbals, but then the attack ritual begins. Both men start shifting their posture, placing their chins down and shoulders up. Next, their eye contact focuses on each other without being drawn out into the bustle around them, and they start dropping into monosyllables. They are no longer "arguing" with all its implications of logic, evidence, thrust and counter-thrust. They are settling into the upcoming violence.

Fucking a woman has much in common with fighting a man. As you put on your game face to fuck her, you are going to drop into monosyllables. However, we haven't reached the escalation stage yet, so don't overdo it. Just start moving in that direction, giving a preview, starting to stir the woman's seduction circuitry. You are talking to her as a man to a woman.

### ***STRONG SEXUALISED EYE CONTACT***

Your eye contact is your biggest weapon for rooting the girl to the spot. Think back to your beta days (even if that means "yesterday"). It was hard holding eye contact with a girl you liked wasn't it? You felt an overpowering urge to look away lest she "bust you" for the audacity of communicating that you like her. Best not do that on the African savannah or the alpha male will come and bust your head open.

Hang on, we aren't in the state of nature anymore. We have a rule of law in this country, and there's no law against glanc-



ing at someone as they walk by. Great, we are allowed to stare at girls we like. So why does it feel like we are intruding? Because the whole act of picking up a girl and fucking her is extremely intrusive, but allow me to let you in on a little secret. Girls want an alpha male to intrude upon them. Don't fear the eye contact. It's actually very low risk – you can eye fuck 100 girls that walk past you and not receive a single critical remark, because there is no social disgrace for the girl to respond to. She can simply notice the eye contact and move on with her life. The only risk is to your own ego, of being afraid to put your balls on the line and risk her rejecting you.

Use your eye contact to create the love bubble, that little air pocket of seductive romance in the street that only you two share. Look into her eyes with a steady gaze. Don't come on strong yet. Don't think, "I'm gonna lift up her skirt, and fuck her now", instead think, "This girl wants to fuck me. And I want to fuck her. Be patient little girl, you'll get your chance soon enough."

We are still in the sexual- preview stage, not the actual escalator to sex.

So hold eye contact. Continue the conversation. Occasionally, look away but not in gamey rapport-breaking gambits. Let her feel the eye contact. Let her look away, if she can't handle the tension. You will be gradually dominating her with your aura. Eye contact will typically go through these stages, characterised by the length of time she holds it, until she breaks it.

- **The innocent:** She just holds eye contact like she would with any other socially normal person in a socially normal environment. The game hasn't begun.

- **The challenge:** She realises you are coming on to her. She wants to test your balls. She holds long eye contact to see if you'll break first.

- **The taming:** She accepts you have more balls and adopts a submissive frame. She shortens her eye contact, looks down a lot, and seems bashful. She's accepting your leadership.

- **The tease:** She's thinking horny thoughts now. She starts holding longer, flirtier eye contact. Batting her eyelids as she looks away then looks back.

- **The pre-fuck:** She is staring wide-eyed and longingly, never looking away.

In each stage, your job is to outlast her eye contact, so she breaks first. Once she's broken, it's okay for you to look away, too. Don't get too bad-ass on her and give eye-contact challenges. Continue the conversation, note where you are in the stages, and give confidently strong eyes back without coming over as aggressive. During killing momentum, you'll get innocent eyes. That'll slide into the challenge during vibing, and you know you've gotten to the end of investment when you see the taming. The tease and pre-fuck come much later. If they happen quickly, consider shortcutting the whole model and proceeding directly to escalation.



## SLIGHTLY AMBIGUOUS

The girl likes you. Your opinion now matters to her. That means she wants you to like her. She'll be looking for feedback from you in various forms to confirm that you do like her and that she is indeed a likeable person. Even high esteem girls feel this, they are simply less likely to make a song and dance about eliciting it from you. So you are going to have a bit of fun by suspending your social cues and denying her the confirmation. Very subtle, very sneaky.

Girls get validated all day, every day. From the moment she leaves the house to the moment she comes home, she's subjected to a constant tacit offer of cock. Even the plainest of girls could walk down the street holding a placard stating, "I want to fuck," and within five minutes have a queue of hopefuls. While girls only want to fuck cool guys, they can be validated by any guy. They are not used to getting into interactions that offer no validation. They feel robbed of their primary power and feel the urge to re-establish the reality of, "I'm a cute girl, guys want to fuck me."

Thus, we get to a core dynamic of why investment works – if and only if she is sufficiently attracted to you for your opinion to matter.

*Girls are so used to validation that they flounder without it. When they flounder, they work hard to get it back.*

Again, let's think of Beta Boy and how he does daygame. He has already giv-

en away all his power by validating the girl and being no challenge at all. The frame is guy-chases-girl. When the girl starts talking about whatever it is she talks about, Beta Boy is constantly smiling, agreeing, finding commonality, complimenting and generally puffing up her ego. In her core, she doesn't want this, but- like putting a pie in front of a fatty- if you tempt her short-term, she'll take the ego boost at the expense of the long term. She gets bored.

You, however, are a challenge. You aren't going to be flat-out disagreeing with her – that shows a lack of social acuity and could lead to a confrontational frame. There's a time and place in seduction for that, but it's very rare and not the subject of this book.

We are maintaining a co-operative frame, so the lack of validation is expressed primarily through sub-communication.

You can still verbally tease to withhold validation, but that is playful, and she knows you aren't serious. The non-verbal withholding of validation is serious – she really doesn't know what you think of her in the moment.

So this is what you do:

- Listen intently like you are genuinely trying to figure out if she's the right girl for you. This isn't an act. You really are screening her.
- Offer rewards for good behaviour through nods and grunts, short sentences, then clam up again to encourage her speaking.



- Be ambiguous with your word choice and social cues.
- When you say, "yes," give it the nuance of, "I understand, please continue," rather than, "I agree".
- Use vacuum eyes to suggest that more exposition is required from her.
- Say things like, "I can see what you mean" or "that's interesting" rather than outright agreement.
- Do this all with a smile. Don't be oppositional.

## CHALLENGES

Women love defiant men. They love turning a guy around who initially doesn't like them. It makes them feel like they have feminine wiles, the courtesan skills. You can play off this, too.

Think of how you feel when you are in a shop, buying a laptop or some other bespoke item, where it's important to get exactly the right specifications. You have the money in your pocket. You are the buyer. You know the salesman will take the money, but you aren't going to buy just anything. So you inspect a range of attractive laptops that pass the initial screening. You are interested. Which one shall you take and how shall you decide?

*You will ask pointed earnest questions regarding the important specifications.*

During the investment stage, try to find one or two areas of mild disagreement, raise a qualified objection, and then see how she responds. It doesn't have to be something important.

How not to do it:

**Her:** *I'm from Iran.*

**Me:** *Are you Muslim?*

**Her:** *Yes.*

**Me:** *I don't like Muslims.*

How to do it:

**Me:** *Do you like cats?*

**Her:** *Yes, I love them!*

**Me:** *Oh, I prefer dogs.*

**Me:** *What sort of stuff do you read?*

**Her:** *I like poetry, especially the 19th century French writing.*

**Me:** *Oh. I like boys novels. Books with a good guy who has to beat up bad guys.*

Avoid anything that sounds like an eager, "Me too!"

If she likes you, then she'll either backtrack a little to find an area of agreement with you (qualification) or she'll banter/tease to smooth over the disagreement playfully (flirting). On rare occasions, she'll just accept the disagreement without further social finessing – this means she's either not interested in your opinion. Or perhaps, maybe you aren't where you think you are in the interaction, or that she's a high esteem girl who is quite comfortable that you don't have to agree on every little detail. Your calibration will tell you which. Regardless, don't obsess about her feedback. It's not meant as a compliance test, and it doesn't depend on her response. You have simply thrown up a little wall to show you have boundaries



and won't pander to her whims. That's sufficient.

If your challenge triggers more investment, all the better.

Each of these elements will come together to reinforce each other. You'll be projecting a powerful aura of confidence and tranquility. You'll see her respond to it, floundering around in uncertainty, unable to think clearly and feeling compelled to qualify, qualify, qualify. Whoever is talking is qualifying. Be comfortable with the escalating tension. It won't be overtly sexual yet, but you will both be feeling the stirring of sexual passion.

## ***SIGNALS OF INVESTMENT***

The primary signal that you are successfully investing the girl is that she talks and moves far more than you do. It's a subtle gradual process in which you move from killing momentum (90% you talking) to vibing (60% you) to investment (70% her). Your body language will be almost static like a great old oak tree and she'll be running around you like a squirrel, enjoying the experience.

The subtle signals are harder to pick up but as you relax more and more in set you'll start to feel them. They all point in the same direction: she accepts you as her leader and is ready to be led. This can include:

- She is working hard for you, pouring value into the interaction, and then waiting for your approval.
- She smiles / giggles / responds well anytime you reward her.
- She starts kinoing you such as playfully pushing your arm or chest
- She shuts up when you talk and apologises if she talks over you.
- She's asking genuinely inquisitive questions about the type of man you are and what you like, as if she's trying to figure out how to please you.
- You sense she is waiting for you to ask for her number.
- Her body language should be way more active than yours crossing and uncrossing legs, kicking her feet, readjusting her bag plus all the classic IOIs like hair twirling and sparkling eyes.

## ***STATEMENTS OF INTEREST***

Once you are confident that she is invested, it's time to reward her with statements of interest by telling her you like her. Calibrate them starting with mild SOIs and gradually moving them up. For example:

- *"You know what, I really didn't expect that. Tell me more, this is interesting."*
- *"Oh no! Why did you say that? I was just starting to like you" (playful).*
- *"You are a strange girl. I mean that as a compliment"*
- *"I like your breasts. Anyway, you were saying...."*



Let her know she's won you over with her character and behaviour so you are now ready to reward her with your continued attention. You can now Commit Her.

## **SUMMARY**

The girl is working hard. She likes what she sees, and she wants it. She's pretty excited now that maybe she's going to get swept off her feet, like in all those movies she watched. Time to sweep her into your world.



# **STAGE 2.6 -**

## **THE iDATE**

**Goal: Extend the interaction by walking her off to a café.**

*You must commit the girl so that she makes the decision to join you on a date, either immediately or at a future time. For beginners, it's best to push for instant dates to get more date practice and stretch your comfort zone.*

**A**t some point in the interaction, you have to force a decision out of her. Most women will cheerfully bask in the glow of validation they receive from having a man chat them up, especially if he's not forcing them to reach a decision. If they know they won't be required to come off the fence and give you a straight yes/no answer on progressing further towards romantic involvement, they may keep you talking forever.

You must avoid being sucked into a mu-

tual validation-fest: where you avoid the risk of rejection, and she avoids the needs to make a decision. So the basic principle of this stage is:

*Tell her you like her and go for a number or idate. No grey area.*

The corollary to this principle is:

*Make your intent clear and put yourself in a position where she can explicitly reject you.*



## Weasel closes

The unfortunate consequence of having so many in-fields hitting YouTube is that every man and his dog is getting “number closes”. It’s a normal part of the game that most numbers lead nowhere, but there’s a big difference between a number that might’ve resulted in sex and one that was a flake the moment it was keyed into the player’s phone.

As an exercise watch some infields and look for the following events:

- Did he convey his sexual interest in the girl (covertly or overtly)?
- Did he persist in taking the number over several objections from the girl, so he’s extracting a number from her unwillingly?
- Did he water-down his intent in order to get the number after her initial refusal, so he still gets a “close” even though

it means nothing?

- Did he use weasel-words when asking for the number, such as “hang out” or “meet up sometime” rather than making it clear he intended to use the number to set up a man-woman date?
  - Did he use a pretext for meeting later that could be construed as a non-date (the “party close”)?
  - Did she give him Indicators Of Disinterest after the hook point? It’s common enough to get IODs before hook point but getting them afterwards is a sure sign that she has no intention of ever fucking you .
  - Was there chemistry early on?
- Most importantly, consider the feeling and flow of the interaction: Did she fancy him? With this list you can easily sort the pretenders from the legit guys.

You’re never going to sneak into her pants without her noticing. At some point, you have to make it clear that you’re trying to seduce her, and then let her decide if she wants to give in. The longer you delay this moment, the more time you waste, and the more painful eventual rejection becomes.

*Never take a number without having conveyed your intent.*

For this reason, there’s no such thing as a “number close”. The only close that matters is the f-close. Everything else is just a waypoint on the route to sex. When you

commit the girl, you are not “closing” her, you are simply getting a decision out of her and then leading her to the next step in the courtship ritual. You do this by having:

- made her like you so much she wants more of you;
- demonstrated your masculine dominance over her;
- invested her in the interaction.

The key skill in committing her is not in the committing but rather in **recognising that she is ready to be committed**. Once she’s ready, it’s a relatively simple and direct process.



## BEGINNERS ALWAYS CHOOSE THE INSTANT DATE

An instant date is when you lead the girl from the location of the initial approach onto a date, without any separating steps between. The key advantage of instant dating is that you are maintaining the attraction momentum. While a girl is in your love bubble, she has a high buying temperature and is accepting your leadership. This makes it relatively easy to progress to the date. Contrast this to taking her number and trying to set up a date later. What are the potential problems?

- She wakes up the next morning cooled right down to her normal state. She is not feeling the tingle of masculine energy, and she is not looking into your eyes. The love bubble has burst. A date with you is just another in a list of possible activities that face her.
- When she was standing in front of you, you were the guy. Now, you are just another guy in the long list of guys who want to fuck her.
- Going for a number is often a self-sabotaging gambit to avoid trying to fuck the girl. Rather than committing yourself to pushing through to the CIF, you are bailing with your small sliver of validation.

During the vibing and investment stage, you'll get a feel for her logistics and if she's available for an instant date. Her time constraints can be hard or soft:

**Hard:** She has a pre-arranged appointment that begins soon, e.g. a flight to catch, lunch with her mother, restarting

work after her dinner break.

**Soft:** She's out shopping. Her friends have a get together later.

Soft time constraints aren't a barrier at all. She's just thinking on her feet. Pretend they doesn't exist, and go for the instant date as if she'd told you she was free. Remember, girls prioritise opportunities for successful intimacy above everything else in their life. Hard time constraints can be broken, but she has to really like you. Like, really really like you. It can be done but it's hit and miss. You might want to just take the number.

## HOW TO INSTANT DATE

When you're satisfied that she's invested just say, "Look, I'm enjoying this. Have you got ten minutes? Let's get a coffee over there," and start walking towards the coffee shop. That's it. No tricks, no games. She's spent enough time with you that she knows if she likes you and wants to spend more time with you. Don't try and run an "instant date routine" on her.

Maybe you aren't sure if she's invested. In that case, just assume that if she's still talking to you after ten minutes, she's invested. She's had ten minutes to exercise the option to walk away and hasn't done so yet. She's interested.

Make sure you actually lead as if you fully expect her to follow. If you make it a neutral question without an expectation of a positive answer, like you are waiting on her to decide, then you are stall-



ing out and displaying indecisiveness – a female trait. For example, bad ways to instant date:

*“Would you like to have a coffee?”*

*“Shall we go somewhere?”*

Make sure you have a clear plan and lead. Don't suggest aimlessly wandering. Don't help her with her shopping. Say to her, “let's go to x and do y,” then start moving the momentum in that direction. Make the decision for her. If you analyse the structure of committing to the instant date, it is:

- Break the flow with an idea
- Give a relevant reason for the date
- Frame it as a low compliance activity
- Give a clear path
- Start walking the path

Let's look at some examples:

*“Look (1), I'm enjoying this (2). Have you got ten minutes (3)? Let's get a coffee over there (4)” and start walking (5) towards the coffee shop.*

*“You know what (1), this is interesting (2). Let's go sit on the grass (4) for a minute (3),” and start walking (5).*

*“Dear god this rain is getting heavy (1). Let's get into some cover (2). That pub over there looks good (3) (4). C'mon (5).”*

It's not rocket science. There are no gambits to memorise. Don't be afraid to just state your intent, and see what happens.

As she follows, begin to engage her logical mind with some chit-chat for long enough to get her into the date venue. She's just reached a point of major compliance, leaving her world and plan for the day behind, and thus, she'll have natural second thoughts as her feet start moving. Therefore, distract her until she has walked long enough to feel unavoidable momentum in following you. If she hesitates and doesn't follow, restate the low compliance frame and encourage her – “It's only ten minutes. C'mon”. If she still doesn't move, you've got to read her forebrain / hindbrain conflict.

Does she actually want to come or not?

If she doesn't want to spend time with you, it is futile to try to force it. Maybe she's having second thoughts; maybe she's got a rule about meeting guys in the street; maybe she has just remembered a legitimate time constraint; maybe she feels a little uneasy; maybe you aren't far enough above her attraction threshold for this level of compliance. It could be many things.

- If you're sure her hindbrain wants to follow you, but there's some conflict in her logical mind then you can rationalise it for her with a soothing comment such as, “I don't bite. It's only a drink.”

- If her hind-brain likes you, but not enough, you should take a step back and continue the conversation. Look for more signals of investment, and then try again in a few minutes.



- If you sense she wants to see you again but does not want to date **right now**, use her refusal to riff onto taking her number. Say, "Ok. Let's do it when we've both got more time. [pull out phone]."

Always accept that sometimes she just doesn't care to see you. By pushing for the instant date, you have forced her off the fence and her answer is "no thanks". That's okay. Rejection is part of the game. But let's be clear – you didn't **mess it up** by pushing for the instant date. Doing so showed decisiveness and intent, which are both high-value masculine behaviours. Pushing for the date simply crystallised and shone a light on a fact that already existed – she's just not that into you. On to the next girl.

## LONG GAME

There will be times when she's a "maybe" girl, and there is a barrier to the progression towards sticking your cock in her. Maybe she's got a boyfriend. She's not in love, she fully expects the relationship to finish sometime in the future, but just **not now**. You are not enough of a lure. These girls should be placed into a low maintenance holding pattern. You've attracted her enough to register on her romantic radar, so crystallise that by exchanging Facebook details. This is far better than a number.

Numbers are a logistics-solving device when you expect to meet each other soon. Facebook is a logistics-solving device when you expect to stay on each other's radars until something changes.

When you get the Facebook details, be sure to project that you aren't too invested. Say things like, "are there many of you on Facebook" [implying you won't trawl through five pages of namesakes] and, "what does your photo look like?" [imply you won't add the wrong person].

Long Game is great for rescuing leads with girls who have only mild interest or logistical barriers. Typically, these will be the hottest of the girls willing to give you contact details. However, it's quite an advanced process and explained much more thoroughly in sections of *Daygame Mastery*.

## BEST INSTANT DATES

Try to choose a venue that is directly within the line of site, nearby, and which offers a chance to sit down together with few distractions and have a conversation. Thus, coffee shops, pubs, eat-in sandwich shops and parks are all great. The next stage will be Rapport, and that requires getting real, up close and personal.

## SUMMARY

The ball is rolling now. The will-she / won't-she see saw has settled, and this girl is moving the direction you want. You've made your intentions clear, and here she is coming along for the ride. Calm your nerves, don't psych yourself out wondering if she's into you. You just have to free-wheel downhill without crashing.



# *A short story from Mike at DangerAndPlay....*

I had been out of town for work and hadn't seen the Teacher - so named because she was a high school teacher as well as a Yoga instructor - in five days. When she asked me if I was going to bring her a gift back, I told her she indeed had a surprise coming.

I hadn't watched porn or masturbated for almost a week. I was about ready to explode and feared a wet dream was nigh. I was able to hold out, however, and to give the Teacher a surprise.

When I walked into her apartment, her blue eyes lit up and she smiled broadly. She wore blue dress that clung to her body. She had just returned from school, and I imagined how hot it would have been to have had a teacher like her staring at me during class. I imagined how every one of her male students must have and a crush on her. It was my duty to take her immediately - to bone her on behalf of every horny male in her class.

My dick started hurting, pressing so hard against my jeans that I had to unzip my pants.

I kissed her mouth deeply, pushed her on the floor, and hiked her dress up. As she started removing her underwear, I grabbed her wrists, "Keep them on." I moved her panties to the side, spit on my dick, and banged her for as long (or in this case as short) as I could last.

My plan had worked. My load was huge, measured in tablespoons no doubt. I moved her underwear back over her pussy.

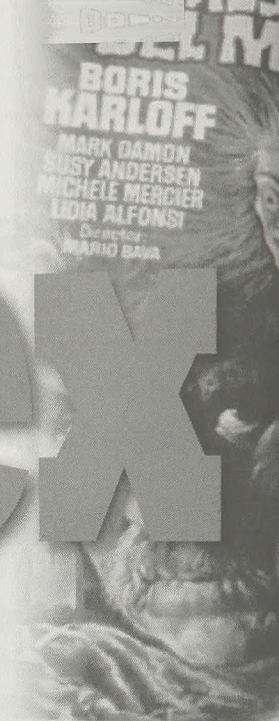
"Don't clean up. Put your shoes on. We're going for a walk."

With each stride, my life force dripped out of her, sticking to her panties. She knew she belonged to me and later told me that she never felt more desired.

*This is the power of sexual intensity. Girls want to be swept up on a wave of masculine power. Whether you live this story or (on a date) tell a similar story as part of Verbal Escalation, you are tapping into raw testosterone.*



# There's Sex everywhere



*Regent Street in London looks nice in the winter. As the sun sets by 4pm all the Christmas lights come on and black taxis whizz up the majestic curved road, nipping between the iconic red London buses. My chin is buried deep into my fur flight jacket, hands in pockets, I've been on the streets a few hours, and it's time for a coffee break.*

**M**y favourite Starbucks is just around the corner. Bodi is walking next to me and assents to a quick caffeine fix. It's at that moment that I see a girl I like.

Short and squirrel-like, flowing thick black hair and an Italian face. She's wearing a rucksack, trainers and tight blue jeans. Okay, I'm going to introduce myself.

I accuse her of being a lost squirrel and suggest she proceed in a westerly direction to find Hyde Park, where her home tree is. She beams as if I had just asked

her if she stores nuts in her cheeks. She is baited by this comment. Bodi reads the situation and shuffles off for his coffee, expecting me to catch up when I'm done.

It takes me about five minutes to take a number, and by this time I've found out that she's Argentinian and staying in London for three weeks doing an internship. This sounds perfect. I take the number and leave. She's on her way to meet friends, no reason to push for an idate.

Later, she would tell me that the moment she saw me she thought of sex. She's a







virgin, but don't ever let that little detail fool you into thinking that an untouched girl doesn't get massively horny just as much (if not more) than experienced girls.

Afterwards, we continue to talk via text messaging, and this goes well. She's enthusiastic, writes long replies and accepts my first date invitation. So a few days later, I meet her on a blustery evening outside Oxford Circus station. She's a bundle of happy energy, cooing and laughing as I walk her off to a nearby tea shop.

Dozens upon dozens of jars of various obscure teas line the walls. A fussy, middle-aged Asian woman, obviously the owner, wrangles her staff and twice checks if we are happy with our English breakfast tea. I'm leaning back and prodding my girl to open up. By the time I drain my second cup, she's told me about her passion for art, her family and her excitement to finally tour Europe after years of reading about it. She's only 22, bless her.

I've spiked her mood a bit. I've complimented her hair and her happy energy. Ten minutes pass, and we're in a nearby English pub, and she's having her first strawberry beer. Most dates are textbook now—you can follow a set of guidelines and predict the outcome. I run rapport and she's starting to tell me the first time she was kissed (three years ago), her sexual fantasy (very inventive!), and what she likes in a man. I tell her to finish her drink and walk her next door.

Now, we're in a blues bar. The band is performing a sound check, so we hear oc-

casional scales and bangs as she stands on tiptoes in order to be seen at the bar, so we can order our beers. She joins me in a dark corner, standing in a spot where she can see the band. It's buzzing. Lots of patrons enjoying the live blues and a constant chatter cloaks the room.

I pull my girl in, arm around her waist.





She presses against me, so I tilt her head up and kiss her. It's like a dam breaking. She's all over it. I ask her:

"When did you realize I was going to kiss you?"

"Just now," she replies.

She's very floppy. It feels on, real sexual energy and nothing being held back. So I mention the whiskey back at my house and carefully balance the spiking and comfort until we've finished our drinks.

"Come on, next place," I tell her and we leave. Surprisingly, she's very overt and logical.

"I can't have sex tonight. I'm on my period," she says. "I hope you're not disappointed."

I reassure her that I'm not. A taxi drives slowly past, so I flag it down and push her

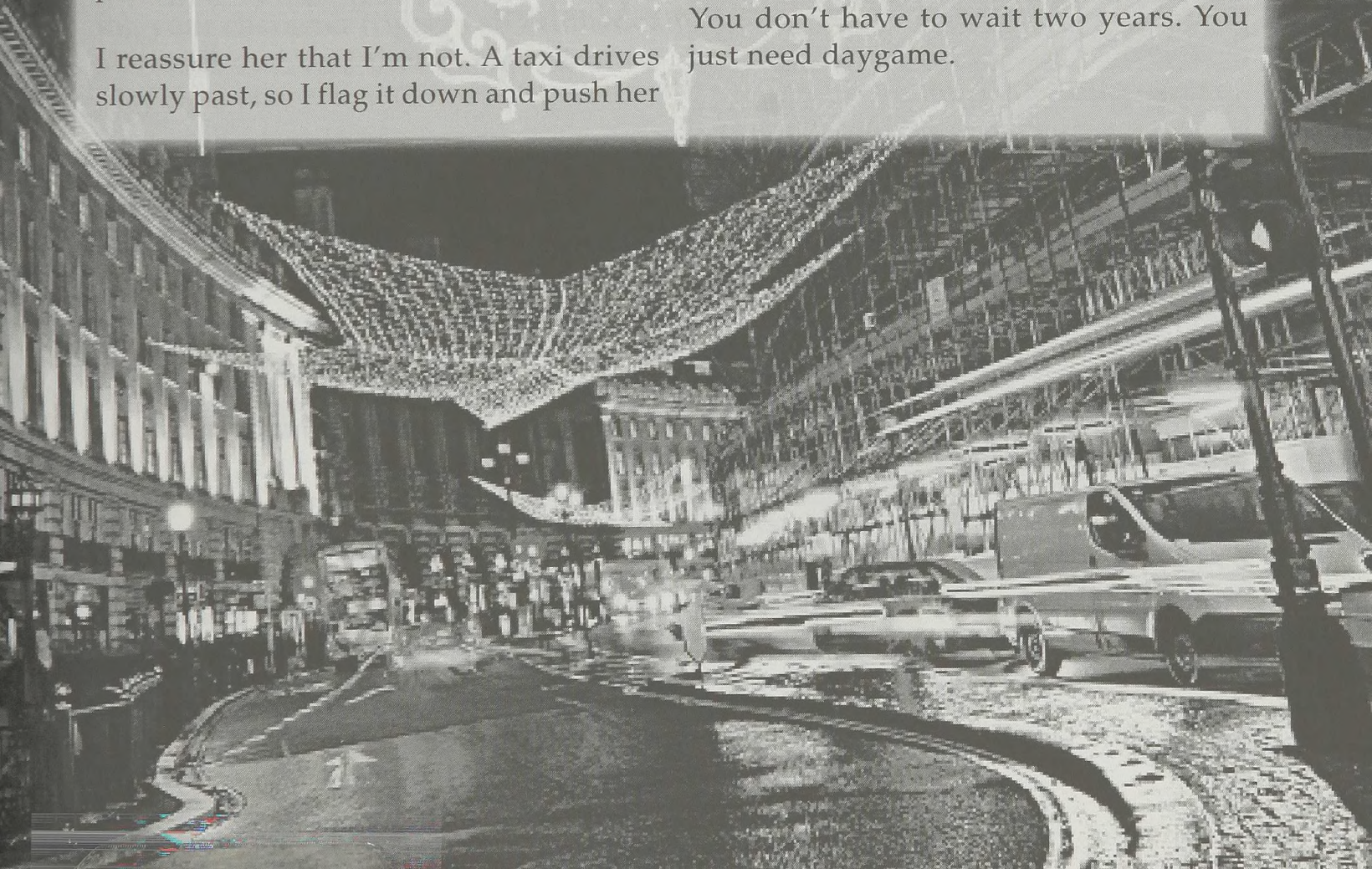
in. Might as well get her home and get a blowjob. Which is exactly what happens. I let four days pass to be on the safe side then meet her again near my house. We have a perfunctory drink at my local, just to take the edge off the booty call, then walk her home.

And boom, it happens. Clothes off, sex. She is no longer a virgin. As the next two weeks pass, she comes round a few more times and becomes a veritable sex addict.

"How much do you think of sex now?" I ask.

"All the time" she laughs. "I was talking to my friend on Skype. He doesn't believe this. He said 'you had sex with an Englishman???' I've been trying to get you for two years!"

Every girl wants some adventure sex. You don't have to wait two years. You just need daygame.





# STAGE 3.1 - RAPPORT

## **Goal: Make her want you**

*The purpose of Rapport is you sitting down together to form a strong connection and feel comfortable with each other. This chapter discusses it in the context of a long idate. The full Day 2 model is in Daygame Mastery.*

**T**he early stages of a pick-up are a mating dance. You both know it's a game with gender roles to play, and thus, all the teasing, flirting and messing around is required and appropriate. Eventually, the mask has to come off. You have to sit her down directly in front of you and build a strong connection in a location with few distractions (unlike Vibing, which is okay to develop in busy places).

Rapport can take a few hours and doesn't differ much whether it's on an instant date or a Day 2. On a Day 2 you can be far more confident that she's up for sex,

because she's had a chance to cool off and has still come back for more. Nonetheless, I recommend beginners keep pushing for idates because they are far more likely to happen than a Day 2.

The key principle in deep rapport is:

*Show her the man you are. Let her show you the woman she is.*

If this sounds a bit gay, like it's not some super-secret collection of routines, then you'd be right. It's also the big sticking



point for the routines-based PUAs who get fistfuls of numbers but never get laid. Deep rapport is about showing who you are, and if your inner game isn't good then there's not much you can do on the date to counteract it. You simply have to improve your own value, and try again with the next girl. For all that, there is still a path to follow and ways of smoothing the process.

## **IDENTITY**

Ultimately, a woman will sleep with you if she likes your identity. That does not mean she has to share the same subculture as you, be the same race, or consider you her type. Rather, she will assess your confidence, your lifestyle and your way of thinking about the world. Women are hard-wired to be hyper-sensitive to divining and judging your character. Hiding your character triggers all manner of alarms in her, and thus game reliant on playing a fake role will not work well.

This is not an inner game book. I'm going to assume you are working on your inner game independently of your daygame practice, so we'll just explore how to express your identity as it is currently composed.

## **ESCALATION**

You'll escalate both verbally and physically. There's no need to rush. Just do enough to convey your continued intent to fuck her and then look to see how well she takes it. There will be rare cases when the girl is super horny and massively up

### **Bubble Bursting**

**Game is an extended filtering process. At the beginning, you encounter a world full of women so you begin filtering who to open, based on who you like and who is possible. Getting her to hook point is the next filter followed by establishing an idate or obtaining contact details.**

**Successfully convincing her to commit to Day 2 after texting is another filter, with many girls dropping off in between. Therefore it's good to push for idates to avoid losing girls at the Date Invitation filter. Beginners need practice sitting down for coffee with hot girls.**

**But once you're comfortable on dates with girls you'll often begin taking the reverse path and deliberately avoid asking for idates. Why?**

**Dating girls is a far bigger time investment than simply opening them. Once you're getting some abundance with dates you'll start becoming pickier about who you make the effort with. You'll stop chasing low-interest leads. One good way to filter for high-interest is to deliberately allow the Love Bubble to burst. Take a number and do your texting. See who is keen and date only those girls.**



for it (and thus you escalate fast and maybe even go for a fabled toilet fuck), but these occur less than 5% of the time.

Usually, it's best to do only very light physical escalation in the first venue of the idate. It's probably still daytime and she's made a big decision to join you for the coffee. So don't rush. Lean back, engage in deep rapport and limit your kino to very occasional touching of "safe" areas (shoulders, lower thigh, fingers) when it seems natural.

Kino escalating too fast kills the frame of her chasing you, which you set up during Investment. It tells her from the beginning of the date that she's already won you, before you've even gotten to know her. Do not fall into the temptation of railroading her. You've only just met, barely any time has passed.

The other problem with fast kino escalation is that everyone can see what's going on which brings out her anti slut defence. People expect to make out on day 2, at night in a dark bar. Sitting in a cafe making out in daytime with a girl is vulgar and everyone knows it, including both of you. However, sitting in the same cafe across the table from each other while you dirty talk her is not vulgar – it's exciting. It's a forbidden secret.

You don't need to kiss the girl early on. Your body language, signaling, and verbal escalation will do that. The time to do it is after you've established deep rapport, and when it happens, it happens fast. Do not peg escalation as a slow, step-by-step

process gradually heating up over the course of the date. Allow the first hour or two to be just non-sexual talking. Build the emotional connection first.

## **CONVERSATIONAL MIX**

The conversation should be about 80% comfort, 15% attraction (chick crack) and 5% sexualisation. The vibe is that you're a man, she's a woman, and this is the most natural thing in the world. Let's break this down into more detail.

### **80% COMFORT**

There are many books available explaining how to get to know someone and make them comfortable around you. Classics such as Dale Carnegie's *How to Win Friends and Influence People* are helpful. Read them.

Tell the girl who you are. Don't engage too much in impression management. Don't tell lies. When she asks you a question, give a straight answer. Honesty is far more attractive than a stage-managed answer that aims to impress. The girl wants to connect with (and perhaps later fall in love with) the real person. It's a true fear for a girl to connect with someone who pretended to be someone he was not, and then after she has slept with him she has to deal with the fact that neither the persona nor the connection really existed. You'll find that straight-spoken truth renders girls helpless.

If you aren't comfortable sharing your identity, warts and all, she'll sense this.



She'll sense you holding back, and she will judge you as having low self-esteem. If she's desperate to get laid, too, then it won't get in the way of the sex. If you're trying to date top quality girls, it will be a deal breaker.

Take your time. Don't worry about seven hour rules. Don't worry about stalling out. So long as you haven't begun the tough climb to the top of the roller-coaster, there isn't any momentum to worry about. So relax. Lean back. Keep your body language right. Just talk and listen. The goal is to make her open up, and show you the real person behind her walls.

There are some moves you can use to push things along. They don't rely on trickery.

- When she challenges you on something, such as accusing you of being too smooth in the pick-up, tell her "I'll give you three questions, and I promise to tell the whole truth. Don't waste them on asking my favourite colour." She'll find the invitation irresistible. Give fully true answers. It'll bring you closer and she'll enjoy the emotional intimacy. Usually, she'll reciprocate, and you can ask her the things you really want to know.

- Ask her to tell you about some of her favourite memories, such as best childhood experience, most beautiful holiday, nicest thing her parents did for her etc.

- When she gets real with you and shares herself, reward her verbally. Say, "I like that about you".

As you share your identity, you can wrap the information in the DHV wrapper. Talk with enthusiasm about your life and your interests. Talk about what interests you – don't pander to her whims by sticking to topics you think she cares about. Girls are life-tourists – they sail their ship into the man's harbour and then absorb the experience. This isn't a license to drone on like a bore – talk like a story teller.

Be nice to everyone around you – the staff when you order drinks, the chuggers you walk past in the street. Let her see how you treat people.

## 15% ATTRACTION

You've already agreed that you're attracted to each other. That's why you are sitting together on a date. So don't go overboard trying to create attraction, just spike it every now and then to keep some spark to the interaction. The easiest ways are through the use of body language and with chick crack.

Your body language should continue to project masculinity. Don't think your job is done and you can hunch your shoulders, sit legs crossed, and look at the ground all the time. Keep your posture right. You've got several hours to show how masculine you are, so make full use of such a great opportunity.

Chick crack is a set of mini-routines that you drop into the conversation like frosting on a cake. There are literally hundreds of them, so just find a handful that you like that reflect your personality.



A deadpan and earnest delivery is usually best because you are pretending to be serious in order to bait her – if she knows from the beginning that you’re joking, then you won’t get the satisfaction of catching her out. Also, after I’ve successfully nailed her with one of these, I then soften it by pulling her in for a kiss / hug / smile and going back to comfort. For example:

### 1. NO YOU CAN'T

**Description:** You bait the girl into saying she wants something, then deny her over and over again. It gets her to invest and chase, while setting you up as the guy who doles out rewards when it pleases him.

**Use:** When you open a bag of crisps, motion them towards her and ask, “Do you want one?” When she goes to put her hand in the packet pull it away, and say, “well you can’t”. A couple of seconds later do it again. Wait, make a conciliatory ok-no-more-fooling-around-I’m-serious-now face and do it again. Keep going until she refuses to take the bait. Then, let her have the packet to get one herself.

**Variation:** Pull her in for a kiss, slowly and romantically. Make her push up on her toes to reach your lips. And just before your lips touch, turn away and say, “Never mind,” and start walking off. Nine times out of ten she’ll chase and demand the kiss. Make her chase.

### 2. I CAN TRANSLATE THAT

**Description:** For foreign girls or girls talking about girly subjects like shoes, fashion

or chocolate. After they’ve said something that you can’t understand (or think is beneath you, or too girly), you tell them confidently that you can translate it into English. Then just make jibber-jabber noises. Works best if you do the “lobster pincers” hand movements to mock their mouths moving, and do stupid voices. It winds girls up and positions them as silly little fools who have trivial concerns, while reframing any potential insecurity you have with not knowing their language.

**Use:** Girl just finishes a phone call in her language.

**Me:** *I understood all that you know.*

**Her:** *Really? But it was in Russian*

**Me:** *No really. I can translate it. Not perfectly, but I can translate the gist of it*

**Her:** *Okay*

**Me:** *First, you said “blah blah blah blah.... blah blah.... blah blah blabla blah” Then she said “blah blah... blah blah blah”*

**Her:** *\*laughs, punches your arm\**

**Variation:** Play around with different gestures and voices. Always make sure that your translation is devoid of meaning but you can throw in the odd real word like “blah blah blah chocolate blah blah shoes blah blah.

### 3. LET'S PLAY A GAME OF YOU BE QUIET

**Description:** A short routine to establish dominance over the girl, pushing her into the child role of waiting for the adult to



finish speaking. You are essentially telling her to be quiet and let the important person finish, but in a playfully roguish manner-inspired by the scene in *Austin Powers* of Dr. Evil with his son.

**Use:** When you are telling a story, DHV-ing or otherwise in the middle of talking and she tries to interrupt to add something. To be used when there's already some rapport. You give her a playfully admonishing serious stare, hold your index finger up and say "shhhh". When she giggles and resists, move your finger to her lips, and shush her more dominantly. She'll then keep trying to say something, and each time you shut her down, the pussy tingle intensifies.

Example:

**Me:** So, blah blah blah....

**Her:** \*interrupts\*

**Me:** \*stare at her\* Let's play a game of you be quiet. Can you do that?

**Her:** \*tries to say something\*

**Me:** Shhhhhh \*raises finger\* Shhhhhhh. Let the adult talk.

**Her:** \*giggles, resists\*

**Me:** Shhhhhh. [right in front of her face draw the letters with your fingers] [www.shhhhhh.com](http://www.shhhhhh.com) \*smirk\* blah blah blah

**Variation:** Watch the Austin Powers sketch. You'll get the idea. The point is to be deliberately annoying in a playful manner.

## SCREENING

As a high value man, you don't spend your precious finite life with just anyone. Your time is not given to undeserving people. You've got plenty of things going on in your life, and although this girl is interesting and is winning you over, it's not a done deal. Sometimes your gut just tells you this is not a girl to get involved with – a bunny boiler. The main expression of this attitude is;

*You are not taking any shit from her.*

Always be prepared to walk away if your masculine core is telling you to leave. Don't worry that you've spent three hours attracting her, and she's your only date this week. Set the boundary and enforce it. No amount of sex is ever worth losing the frame.

This doesn't mean be a dickhead. Expect her to say or do, at least once before you fuck her, something completely retarded that makes your stomach churn. Maybe she lingers too long on a phone call, or she flirts with a barman. Maybe she crosses the road for no good reason and expects you to follow. Consider it a test. She thinks you have high enough value to fuck her but she wants to confirm it. Welcome the test, and deal with it appropriately.

If she keeps doing this bullshit, screen her out. Move on. She's pulling you into a game of rapo. Both of you should have the same end in sight which is sex. You both consider the date, fun though it is, as a means to this end. The date is where you



## Rapo

This is outlined in the Eric Berne's book *The Games People Play*

Rapo is a game played between a man and a woman which might more politely be called, in the milder forms at least, 'Kiss Off' or 'Indignation'. It may be played with varying degrees of intensity.

The girl signals that she is available and gets her pleasure from the man's pursuit. As soon as he has committed himself, the game is over. If she is polite, she may say quite frankly, 'I appreciate your compliments and thank you very much', and move on to the next conquest. If she is less generous, she may simply leave him. A skilful female player can make this game last for a long time at a large social gathering by moving around frequently, so that the man has to carry out complicated manoeuvres in order to follow her without being too obvious.

The daygame version is her going along with you for a coffee just to feed on the thrill and attention.

The man's ability to avoid becoming involved in this game- or to keep it under control- depends on his capacity to distinguish genuine expressions of feeling from moves in the game. It's possible to limit the amount of your time a girl wastes by escalating her – a female player will refuse the escalation because now she is entering into an exchange rather than getting free validation.

Ultimately, you can never completely avoid rapo because as the man you need to initiate and spend time with her before she makes her decision as a normal part of the courtship ritual. It only becomes rapo when the girl is not being authentic. Expect to have your time wasted until you become calibrated enough to spot it.

screen each other, learn about each other, and jump together through the hoops of the human courtship ritual that nature has set for you. Be careful if the girl is teasing too much – it might be that the validation games are an end in itself for her, and sex was never the goal. You cannot win with such a girl. You might be able to fuck her, but you certainly can't have a stable relationship that enriches you both.

So if it keeps happening, put your foot down. Enforce the boundary. If she takes

a telling, it was just a test, and you've passed. You can go back to being real with each other. If she keeps trying it on, you've got yourself a narcissist, and you really need to be screening her out.

I know the temptation - "I might as well keep playing to try to fuck her." No. That will kill your abundance mentality, demolish your inner game, and poison your next ten dates. Just screen the bitch out.

That's all negative screening but remem-



ber the positive flip side – if you screen a girl for the qualities you admire (remember, you made a list of them earlier in the book), and she has those qualities.... wow! You've found yourself a great girl, and she's found a guy astute enough to appreciate her.

## ***HYPNOTIC SCANNING***

During the date, you'll begin to slip in and out of an intense eye contact game. There will be a moment when you have locked eyes, are not talking, and the whole world seems to fade out. All you see is the girl's eyes and vice versa. This is a fixed part of the courtship ritual. Your minds are connecting and as you scan her for genetic fit, she is scanning you for identity.

When the moment has passed, there'll be a crackle of electricity in the air. It will feel "on". Well done, she has subconsciously

decided to allow your cock into her. Now, you just have to take the handbrake off and roll the car downhill to victory.

## ***EXIT POINT***

When you feel she is totally into you and totally comfortable, move on towards creating sexual state. There's no dead giveaway checklist signs to look for. You will just feel close to the girl.

## ***SUMMARY***

She's wanted to fuck you for a couple of hours but her instincts wouldn't allow her. She had to feel comfortable and connected with you. Now she does. Time to cash in the chips and leave the casino with your winnings.



# STAGE 3.2 – CONNECTION

**Goal: Understand how people create a bond**

*Connection with another person is a process of stripping away the barriers between you, rather constructing something outside yourselves. The diagram overleaf shows the contrast between a healthy strong connection and an unhealthy weak connection.*

## ACTUAL

Nature designed men and women to be complementary, like ying fitting yang. All of those things that men do well are naturally attractive to women and vice versa, as discussed in the Polarity section. Thus, when a man and woman meet and like each other, there shouldn't be any abrasions or dysfunction. Yet, the fact that there

is a lot of dysfunction is an indictment of our currently corrupt societal model which seeks to turn women into men and men into women. The world really is wrong.

Traditionally, building a connection means expressing your identity in a clear, succinct manner through your conversation, behaviour and sub-communication. If you've done your work to refine your



masculinity, find your internal referencing, purify your intent and build social calibration, then by the time you're on the date *there's not much left to do*. Who you are is intrinsically attractive. Therefore, simply displaying this authentically is enough. She'll like you.

So, consider connection as your identity, value and authenticity showing themselves. Allow her to take a peek into your identity and discover pieces of you while you do the same with her.

## PROBLEMATIC

Most people have all forms of obstructions between themselves and a pure connection. We have our worries, angst and limiting beliefs upon which we build emotional defence mechanisms and buffers of avoidance. Daygame forces you to confront them and tear them down. Broadly-speaking, the barriers to connection can be of three types:

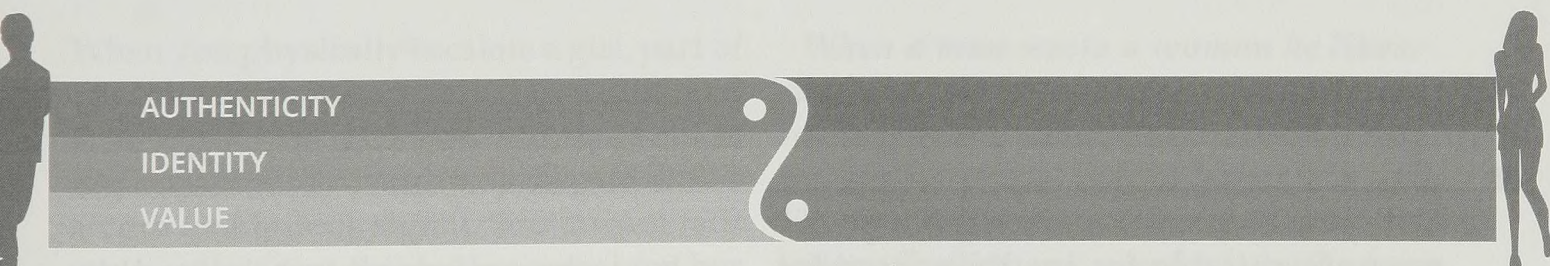
- Gamey – a series of tactics and strategies you implement that are at variance with your declared intent, because you believe that honestly showing what you want will not get the girl.

- False Image – a series of mental constructs, habits and routine activities that are designed to disguise your real identity in order to present a false idealised self both to yourself and others.

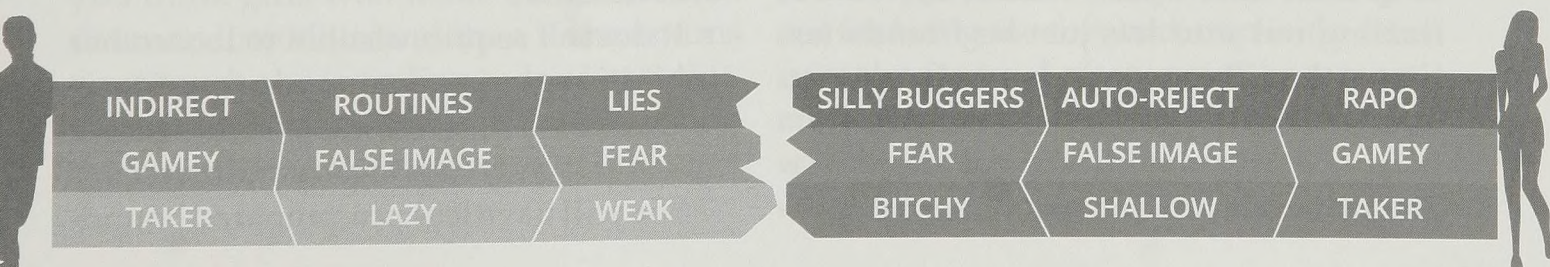
- Fear – An underlying loss-averse disposition where you are more concerned to avoid trouble that you are to achieve happiness.

Each of these barriers will interfere with your ability to convey identity, authenticity and value. Girls have their own problems, too. One of the pleasures a girl enjoys when dealing with a good man is that he encourages her to drop her own bullshit- and find authenticity within herself as well.

DEAL



PROBLEMATIC





# STAGE 3.3 - VERBAL ESCALATION

**Goal: Use words to heat her up**

*The purpose of "Verbal Escalation" is to make her body feel steamy until she's excited enough to fuck. If you are sitting on a date with a hot girl, ready to escalate her, then congratulations. You're getting good at this daygame business.*

**E**scalation is all about creating sexual state in the girl to prepare her for your seduction methods. If logistics are unfavourable for sex then a milder version of the same patterns can be used to at least land a kiss. And if the date is fizzling out into lets-just-be-friends territory, then these steps can help get you both back to comfortable grounds.

The principle advantages of verbal esca-

lation, in addition to the usual physical escalation, are:

- It can be performed in bright public environments without triggering anti slut defense;
- It doesn't require alcohol to loosen her inhibitions;
- It can be delivered while leaning back in a devil-may-care alpha posture;
- She will have less pre-prepared bound-



aries to trigger a rejection. For example, some girls have a “no kiss” rule on first dates and this would break a physical escalation ladder;

- Women respond well to the spoken word. Physical escalation is a male thing;
- The words create an itch that can only be scratched with touch, whereas physical escalation is scratching the itch as soon as it presents itself.

Remember, the whole frame of daygame for alphas. She is the lucky one. The script has been flipped.

Her rapport and investment has now given you a huge buffer zone to take the risk of escalation without appearing to chase her. The following four stages are a loop to be repeated as many times as necessary. It's done late in the date, and with gradually increasing intensity depending on your calibration.

## SEXUAL NORMALISATION

When you physically escalate a girl, part of the sub-communication is “I like this” and that signals the girl that you think making out with her is normal. However, it's a very ambiguous signal. You are not telling her that you think it's normal for her to make out with you. For all she knows, you think girls who make out on the first date are dirty sluts, and thus, if she returns your touch she is feeling judged as a slut. You won't know what her issues are, and the potential to fuck up is high.

Verbal escalation allows you to normalise sex, including raunchy sex. For example, you can introduce topics, and then frame them in such a way that the girl feels you understand her sexually and will not judge her for reciprocating your interest (or even proactively introducing her interests). Remember, **women love to fuck**. They scream so much during sex, because they really enjoy it. Yet, women are constrained by a society that punishes them for openly displaying their enjoyment of sex. So on the date, she'll try to play the role of nice girl, even though she'd just love to find a guy who is down to fuck her in every hole and make her scream daddy. She's sitting on this date with you feeling like you are a strongly dominant alpha, and thus, she might be lucky enough to live out all her submissive feminine fantasies. But... she's not sure. She's waiting for your lead. She needs you to tell her it's okay to go down this path.

You need to liberate her. Constantly hammer the frame:

*When a man meets a woman he likes, and she likes him, then sex is the most natural thing in the world.*

This underlies everything in verbal escalation. She'll thank you for it in the form of blow jobs, ropes, costumes, anal and other ‘appreciative’ ways. If she calls you out for being too forward, explicitly reference the frame. I often say, “I’m a man. I am just compelled to say things like that when I see a beautiful woman.”



## 1. GENERAL SEX TALK

Introduce sex talk in the third person, so that it doesn't directly relate to you and her. You are broaching the sex topic and showing the confidence to talk about sex without giggling like a schoolboy in biology class. It's also an opportunity to display intellectual knowledge of the human courtship ritual. Women are fascinated by social dynamics, so this will engage her. The fact that she also gets turned on simply by talking about sex is great, too. Have some pre-prepared stories you can go into when the topic turns towards a segue. Some examples:

**Pandas:** I've got a panda in my room called Bongo. It was a present from a Japanese girl I was dating a few years ago. She was obsessed by pandas. Calendars, pajamas, desktop photos, everything. I think it's a Japanese thing. When I was living over there there was lots of excitement because the Chinese scientists had finally figured out a way to make pandas breed, so there were dozens of cute little baby pandas. You know pandas don't fuck in captivity, right? Really, they were on the brink of extinction. You'd think it would be simple – boy panda sees girl panda. He gives her the eye, she turns coyly away, and it finishes with boy panda bending girl panda over the tree stump and giving her a good fucking. You'd think, right?

**Club culture:** Do you go clubbing much? I find clubs fascinating, to watch the interaction between the men and women. Men obviously go to clubs to have sex. They get drunk, they are horny, and they just want to pull a girl home and fuck her. But

I think what causes men lots of frustration is they don't understand women are there for attention, not sex. Well usually. Sometimes a girl is just horny and wants to be fucked. But generally, men are validated by sex and women are validated by attention. So the women squeeze their ass into a tight skirt, squeeze their breasts to display cleavage, and then totter around on heels looking pretty. Then they wait, and a long line of drunk men will approach them with variations of lines like “hey, baby!” or grind on them on the dance-floor. The girl will tease and just as the man thinks he's going to get laid, she'll turn her back on him. Brutal. And yet, ultimately, the girl just wants a good man to fuck her, and make her feel like a woman.

Generalised sex talk doesn't have to be just stories. You can drop in some off-hand comments, or ask the girl questions. Try to get comfortable using the word “fuck” in its sexual sense. It's like dropping a bomb; it will immediately get the girl thinking about sex, which means she's thinking about sex with you. Don't expect her to show any obvious signs of sexual state just yet. It's sufficient that she accepts the shift in gears without trying to push you back into the safety zone. That's her way of saying proceed. Some questions:

- Would you ever fuck a horse?
- Do you know anyone who has had a threesome?
- Who is the sexiest man in the world right now?
- Do you think [her country] girls are more sexually exciting than [your country] girls?



When in deep rapport, you'll be getting real with each other, and you need to naturalising the idea of sex and of talking about sex. If that means you need to go away and do some inner game work before you are comfortable discussing sex, then go and do it. Your comfort with it will lead her to be comfortable. Be sure not to judge her, or she'll withdraw quickly and never engage again.

Wrong way:

**Me:** *What's the most unusual place you ever had sex?*

**Her:** *Once I was staying over at my boyfriend's place. He lived with his parents. In the middle of the night we sneaked out and had sex in the garden.*

**Me:** *That's fucking disgusting. There must have been worms and dirt everywhere.*

Right way:

**Her:** *..... and had sex in the garden*

**Me:** *Interesting.... what was it like? I imagine it would feel daring like you could be caught any moment*

**Her:** *Yes! Blah blah blah.....*

Don't worry too much about using the questions to screen her. This can put you into a judgmental frame, and then you'll start projecting that in your micro-behaviours. It's fine to screen her on beauty and character but sexual fantasies are intrinsically more weird. The purpose of the questions is to understand what she likes about sex (so you'll better know the eas-

iest ways to getting into the type of sex you want) and to heat her up by putting her mind onto things that excite her sexually. Some topics:

**3 question game:** Tell her she's got three questions she can ask you, and you'll answer completely truthfully, but they'd better be interesting questions. At this point in the date she'll likely start asking sexual stuff. If she doesn't just to-and-fro the game for while and sexualise your questions.

- When was the last time you had sex?
- Have you ever had outdoor sex?
- What's the one sexual thing you are most interested in but haven't had the courage to try?
- How does it feel when a man cums onto your face?
- Have you ever watched other people have sex, in person?

Calibrate the intensity of the questions to where you are in the date. Some of these are best left to the second run through the four elements of verbal escalation, as you re-perform the steps with a greater intensity. I give a very detailed explanation of the Questions Game in *Daygame Mastery*.

**Photos:** Talk about some girls you find sexy and describe the photos of them. Tell the girl in vivid, evocative detail what you find sexy about these girls / situations / postures and how it turns you on. She'll pace your reality and project herself as the object of your desire, which will turn her on. You can easily drop in pre-selection DHVs about what you used to like about



your ex-girlfriend, and you can also perform normalisation by saying things like, "we used to take photos. She enjoyed stripping down to her underwear and showing me how sexy she looked," to signal to her that you won't judge her as weird for doing the same thing with you later in the evening (or subtly daring her to).

## 2. SEXUAL STATEMENT OF INTEREST

Make a personal observation about her that is sexually attractive, and then finish it with a "and I find that really attractive" while looking into her eyes. Then back off slightly. If you prefer you can begin with an SOI of her character, then style, then physical. For example:

- Get her talking about her job / hobby with enthusiasm. At the peak of her enthusiasm, when she finishes the story and looks at you for encouragement, lean back. Sip your drink. Comment "I like how you are so passionate about your work. When you talk about it, you are very sexy."

- Notice something you like about her clothes, and then feed it back to her with an SOI. Comment "the wool on your dress is nice. It makes it hug your figure and bring out the curves. I find that very sexy."

- Do the same thing but with something physical. Comment, "You have deep brown eyes. It's like you have the dark eyelashes, light skin, and medium brown eyes. It reminds me of a good cup of coffee. I find that very attractive."

You are complimenting her as a sexual being. Women live for this. In a beta mindset, you'd think this was sexual harassment – how dare a guy treat a woman like a piece of meat. In the modern Anglosphere, the laws and culture are designed to punish beta males for articulating sexual admiration of women. However, that is the crazy feminists and their ideology transpiring that aura, it is not what a woman has hardwired into her soul. When you are several hours into a date, have a deep connection, and she is attracted to you as a dominant high value man – then physically SOing her is mana from heaven.

Radical honesty is a theme throughout this model. At all times you are being real with her, allowing her to see how she makes you feel and what your intent is. Even in the gamiest phase (initial approach). This continues in verbal escalation. You are not simply playing a game by dropping a routine stack on her; these physical IOIs come from your masculine core- this is genuine sexual admiration.

Figure out three physical attributes you like in a girl and write them down in a way that is interesting to talk about, conveys sexual interest, and shows appreciation for the effort a girl put in to have those attributes. Here are mine:

-I love your flat stomach. Your silhouette has that nice slender curve from the width of the hips in to your narrow stomach. It's such a pleasing curve, and then there's the springiness in the muscle tone, like how you can prod it with your finger and the muscle springs back like a rubber ball.



When a girl moves, I can see the ripple of the stomach muscles underneath. It's so hard for a girl to get a flat stomach. You have to be careful what you eat and exercise. But it's worth it, because I think it's so sexy. It's so satisfying just to hold my hand there. It's a similar feeling to holding my palm against a girl's hip. It just feels so natural and pleasant, like you are doing what you are born to do.

-I really love the colour and texture of your skin. Young fresh skin has a special shine and smell. I can tell you've been outdoors a lot. You probably eat lots of fruit too. As a man I find it really sexy to look at the soft puppy fat under a young girls skin – in your cheeks, your arms, and of course your legs.

There's something about that softness, it's so different to a men – the masculine muscle and rough skin. A girl's skin is so much smoother and just nice. Your skin is lovely to look at and to touch. I imagine that if we were in bed one afternoon, with the sun streaming in through the open windows, and the light bouncing off your skin, I could just lie there for hours, admiring you. It's really sexy.

- I love your eyes. I think you can see a person's character in their eyes, and yours are so bright and open. They are really big, and you have these lovely long eyelashes, and the colour matches your eyebrows and hair so well. I don't know why so many girls pluck their eyebrows and then paint them back on with a pen. I find it so sexy when a girl has deep natural eyebrows, the perfect colour for their eyes. Your colouring

reminds me of coffee. You have these sexy dark eyes and dark eyebrows but then a lighter coffee coloured skin. When I look in your eyes, it's addictive. You can only have eyes like this if you are a nice person.

### 3. FUTURE PROJECTION

Paint the picture of a future scenario that involves you both romantically, and then describe it in vivid detail. It should still be playful. Don't go losing the frame by taking her to Venice in a five- star hotel. If has to be Venice, then you'll be stealing a gondola and pushing school kids into the canals.

You will be describing the sights and sounds, using NLP triggers to pull her out of the date and put her into this dream world of fun and adventure. Women respond well to words and pour imagination into it. Good stories have the following elements:

- A fantastical destination e.g. Venice, a paradise beach, a palace
- An element of adventurous role play e.g. spying, robbing, acting
- You are leading. If she was left to her own devices she'd get lost, break stuff, descend into chaos
- You get one over on her.

As you tell the story, solicit her agreement and input such as by asking what she's wearing or getting her to make a choice about non-essential elements (e.g. "do you order whiskey or vodka?").

Bring her in as an active participant who is following your lead.



Start the story off quite exciting but non-sexual. Draw her into the adventure, and then begin heating it up. Watch for her cues to see how hard and fast you can push it. Be ready with push-aways if she starts resisting the sexualising. And do not put actual sex into the story, or it'll seem like you are just trying to get sexual kicks, and it'll validate her too much. The major way you get one over on her in the story is by building her character's anticipation into wanting sex, and then refusing it. For example, a story about playing on a beach might end with:

"...and then I throw you down onto the sand. You are lying there, panting, giggling. I stand over you. I'm looking at your body, in your bikini. Your long legs, the curve of your hips. I can see your chest rising and falling as you breath heavily. I know what you're thinking. I know what you want as you look at me. So..... I turn around and play my Nintendo."

Here is an example story. I've used a transcript of an actual Skype chat I had with a Russian girl rather than try to remember this long story. The same material can be delivered verbally. Just imagine telling a story in a pub. Imagine the pauses, the pacing, the gestures.

My analysis is in italics. This is an example of leading a girl who is quite reluctant and thus gives only amber lights and playful reticence.

**Me:** Tell me your favourite holiday destination. Somewhere you've never been.

**Her:** I wanna go to the mountains

**Me:** Ok. Play along.... I'll start. We have just arrived at a Swiss mountain village. It's a crisp bright summer day and we are standing at the bus station at the foot of the mountains. The bus leaves, smoke blowing from the exhaust. We watch it drive around the bend in the road and disappear into the forest. So now we are alone by the side of the road. We each have a rucksack and hiking boots. There's a cool breeze, you can feel it on your cheeks, we can see birds jumping between trees across the road. What colour coat are you wearing?

**Her:** Yellow. You're a good writer I guess but it looks like provocation waiting for me ahead

**Me:** Yellow, like a lemon. So we begin walking towards the bottom of the mountain. We're on a gravel path. Stones crunch underneath our boots, making a hard sound. I'm walking a bit a head. You are lagging behind, a bit slow. I look behind and see you. You've already pulled a sandwich out your rucksack and are eating it! Naughty girl, we're supposed to save those for halfway up the mountain. I tell you to put it back into the rucksack. You try to complain, but your mouth is full of food and it sounds like "mmmmpppppffff". A few minutes pass and we are walking in the shadow of some trees. The sun is behind a cloud, it's chilly

**Her:** Hahaha

**Me:** We climb over a few farmer's fences. Plod through muddy fields until there's mud splashed up our trousers and finally we reach the bottom of the mountain. There's a few benches and seats there. You want to sit down but I force you to







ready checked it out when we got off the bus and you bent over to tie your shoelace, and I liked what I saw. But now, I want you to go first in case there's a dangerous animal at the top of the ladder. You're a bit juicier than me. You'd make a better meal. Do you go first?

**Her:** English steaks is the best all over the world - so you go first!

**Me:** Hmmm.... I can't believe it! At such a tense, potentially dangerous moment, your first thought is to admire my ass. But I climb, and try not to blush. We seem to be climbing for hours, but really it's only about five minutes. Higher and higher up the inside of the mountain. Above us at the top of the ladder there's a glowing light. It doesn't look like sun. It's shimmering, like it's reflected on water. We reach the top without incident. No dangerous animals. Well, there's a hungry dangerous Russian girl behind me. But you control your appetites! You are reaching the top. The iron rungs are cold and hard in your hands. You are grabbing them tight, feeling them hard, and you scramble over the ledge onto the stone floor. But.... it's not stone. It's marble. It's really clean and smooth, like a hotel lobby. In fact, it is a hotel. Someone has built a hotel inside the mountain! How lucky for us. Cut into the rock is the small front of a little hotel, very gothic in architecture. Stone gargoyles and demons arranged across the front. A big arched wooden door, like Dracula's castle and lights shining through the windows. What's the hotel called?

**Her:** It's scary hotel, please go further please? "The Lost Valley" is not the best name for hotel like this one, do you agree?

**Me:** Ok, we walk to The Lost Valley.

I bang the door knocker. It's a booming noise, like an explosion. It echoes around the caves. You shiver a little. We hear steps, hard and sharp on the marble floor, and then the door opens. It's a sweet old woman, like an English grandmother, with curly grey hair, glasses and a woolly cardigan. She smiles. "A room for tonight?" she asks. Yes, you say breathlessly over my shoulder. You're still cold and wet from the rain, although deep inside your body you are warm from the exercise and excitement. We walk in and it's beautifully warm. There are tapestries and paintings on the wall, oil paintings in brass and silver frames. Turkish rugs on the floor. Ornately carved wooden chairs and shelves. It's a narrow corridor that opens into a small lobby. There's a log fire burning in the corner. A dog is sleeping lazily in front of it. Sometimes it groans in its sleep, probably dreaming of chasing cars. We sign in at reception. "Double room?" she asks, giving us a curious look. "Mr and Mrs.....?" "No" I reply. I'm trying to think of an excuse for having you with me like this. "She's my..... um..... valet" and I take my rucksack off and pile it onto your back. You bend under the weight and give me any angry look. You don't know what you are more angry about: me calling you a valet or me not trying to get into a double bed with you. The old lady gives us a suspicious look. She leans over the counter, conspiratorially, and whispers into my ear. "That's a fine young lady, you know. She likes you, I can see how she looks at you." I whisper back, "Yes. But she's a pervert. You don't hear it. Unfortunately there's only one room left. The Honeymoon Suite. I ask



if you are ok to sleep outside in the cave, but you refuse. You want the comfortable bed. So now we are climbing up the rickety wooden stairs, a rusty door key in my hand. You are looking around wide-eyed at all the paintings. Some of them are very good. Then we're at the door. I slide the key in deep, turn in, pull it out and the door comes open. There's a race for the hot shower. Who wins?

**Her:** I will sleep in my clothes because you are a pervert!

**Me:** So I'm enjoying an amazing shower. It's so hot and powerful. Steam is filling the shower cubicle and I'm singing. Cleaning myself, freshening up. You are sitting on the floor, cold and wet with an angry face. I'm singing "I'm too sexy".

**Her:** I seat with my closed eyes cuz I scary to see you naked and the granny agree with me, she saw all in your eyes. Noo that's my fav song! Don't try to stole it

**Me:** I come out the shower with my towel wrapped around my waist

**Her:** I don't see

**Me:** I have a beaming smile. I feel invigorated. You put your hands over your face, hiding your eyes as I walk past. Then, as I start to hang up my clothes you sneak a peek through your fingers, checking me out again. Like the pervert you are. You make some silly excuse about how you do want a shower now.

**Her:** I'm trying to lull your vigilance in order to escape from the room

**Me:** clever girl. You're in danger of being seduced, with my A+ Class charisma. So now you're in the shower. The hot water is streaming down your body, forming little rivers of heat that follow your curves from head to toe. Steam is filling the air.

All the coldness and stiffness falls away from your muscles. You become loose and supple, a pleasant feeling. You wash your hair, eyes closed, daydreaming. Remembering the adventures of our day together. You start thinking about how we chatted, remembering my smile and jokes, how you felt when you held onto me in the dark cave. You start humming a soft tune to yourself, a big smile on your face. You feel very good now. You have your energy back and a sense of joy. Your skin has goose bumps now, you realise you've been thinking of me, and feeling quite warm about it. Hot, even. So you make your mind up. You towel yourself dry, wrap your wet hair up in another towel, slip into a warm cotton dressing gown, and then turn towards the shower room door. You bite you lip softly, in anticipation, excited. You quickly check yourself in the mirror to make sure you're still pretty. You're quite sure I'll like how you look. You noticed me stealing glances at you all day. There's a smile on your face. You take a deep breath and step into the bedroom, and open the dressing gown, letting it fall to the floor. So you're completely naked. Ready. And..... nothing happens! I'm fast asleep in bed. My eyes shut, snoring loudly. I'm probably dreaming of my Playstation THE END!

#### 4. SEXUAL INTENT

Tell her you want to fuck her, like it's the most natural thing in the world, and you know she wants to fuck you.

The purpose of Verbal Escalation is to make no qualms about where this is go-



ing but within a vibe like it's all so natural. Your words and body language (particularly eyes and vocal tone) are doing the work. There will be concurrent physical escalation but it's light and pre-kiss. She will show her agreement towards the close either verbally or non-verbally:

**Verbal:** She'll directly tell you things she likes about you. Don't expect her to verbalise "let's fuck". She is thinking, "I want to fuck this guy, but I can't tell him without looking like a slut, so I'll just try to make it obvious I like him and then hope he takes the lead." She'll also stop raising conversation points that indicate obstacles to fucking (e.g. her boyfriend has disappeared; those friends she was meeting for dinner have disappeared, too). Also, watch for wistful impatience ("I've got nothing to do tonight", "I'm so bored these days, I wish something exciting would happen" etc.)

**Non-Verbal:** Far more likely. She'll be either acting or not acting, so try to understand which it is. If she is acting and IOIs you she needs to be extracted right now. Not- acting IOIs (i.e. she doesn't realize

she's giving off these signals) to watch for:

- Her eyes suddenly spazz out, going all large, round and sparkly
- She can't stop looking into your eyes, with occasional submissive looks downwards
- A constant beaming smile like a dog about to eat dog food
- Leg twitching
- She initiates any kind of touching, particularly if it's your arms or shoulders.

Once you've got confirmation that she's in a sexual state, you've got an 'Its On' moment. A window has just opened, and you need to jump through before it closes again. Take the leap – even if you get knocked back or LMR, you'll have way more value for next time than if you just sit there like a pussy doing nothing at all.

## SUMMARY

She's hot and waiting for you to stick it into her. Only poor logistics or a weakening of your nerve can sink you now. Proceed directly to the bedroom and do not pass Go.



# STAGE 3.4 -

## PHYSICAL ESCALATION

**Goal: Get her used to you touching her.**

*Throughout the date you'll be gradually encroaching upon the girl to touch her in an increasingly dominant and increasingly sexual manner. For beginners this is quite difficult to do.*

**A**fter approach anxiety, the biggest problem newbie daygamers have is escalation. For some reason they feel lost, without any idea of the right time and right way to move things forwards.

There's a reason for this.

Most men most of the time do not have control over the dating process. Certainly from analyzing my own pre-game dating life and comparing it to the stories of my friends there are some common themes:

- The woman chooses the man
- The woman escalates the man
- It takes a long long time to happen
- The woman isn't very hot

This is the normal state of affairs. Usually you'll be doing your own thing in your social circle, blissfully unaware of the male-female social dynamics, and then a girl decides she wants you. She's probably spent a few weeks or even months keeping an eye on you until she's ticked off her own checkboxes and decided it's



time to date you. Then she'll put herself into situations with you and draw you into leading her. Then sex "just happens" and you think **you** were the active initiator.

So going from this default state to the brave new world of daygame is a big leap. You no longer have all the crutches of your previous sex life. Now:

- You choose the woman
- You escalate the woman
- It happens quickly
- The woman is hot

So you have to learn escalation from scratch. Real escalation, where you are controlling it. For most men that's a big gaping hole.

## ESCALATION PROBLEMS

Some men have a deep-seated aversion to being "touchy". Northern Europeans particularly find wop culture of the Mediterranean and Latin America to be excessively touchy and huggy. Englishmen like to be stiff and formal in dealings with strangers and for Game this is a bad habit that needs breaking.

You want her to think you're very touchy.

Conversely men from touchy cultures have a different problem. They are so used to and comfortable with social touching that they have trouble making a clear break from "social" touching in order to become "sexual" in touching.

So physical escalation problems usually come down to one or both of these:

- Inner game
- Technique

## INNER GAME

The world is constantly bullshitting you out of your masculinity. Consider it one epic shit test against you personally (you aren't really being persecuted but it's a useful heuristic). I'm only semi-serious here but try thinking of it this way:

*The world doesn't want you to get laid*

An elaborate smokescreen has been spun around you by your parents, your teachers, the media, the legal system and even your friends. Nobody want you to get laid.

Men don't want you to get laid because they are your rivals. The last thing they want is you taking their women. Women don't want you to get laid because then you have control of your own life and won't put up with their bullshit.

This is a test.

The world wants you lost and bamboozled in that smokescreen **precisely** to see if you can figure out how to escape it. And if you do escape it?

Great! Welcome to the secret society of the men who fuck hot women.

So what are the basic components of the



Great Societal Shit Test (GSST)? They want you to believe the following:

- I am ashamed of my sexual desire as a man
- I deserve no more than what society chooses to give me
- Women don't want sex with me
- It's rude to impose myself onto women in an attempt to fuck them
- Sex is dirty. It's only acceptable when situated in a long-term monogamous relationship

Stating it outright like that, it's easy to see the GSST for what it is but to actually emotionally liberate yourself is tough. You have decades of social programming to unpick and this will manifest itself in your escalation.

*Escalation requires conviction. You must believe in your right as a man to escalate*

If you think it's creepy to touch girls then yes, it's **creepy**. If you think it's okay to touch girls, then yes, it's ok.

Own your sexual desires. You were very clear in conveying your intent on the street so you are not "surprising" the girl with your attempts to escalate and fuck her. She knows the deal. The way she pretends she doesn't is just an act. Deep down in her hindbrain she is thinking:

*If he can't escalate me, he can't have me.*

Twinned with this is her own unconscious role in the GSST:

*If he can't beat these tests, he doesn't deserve me.*

So beat those tests. She wants you to. She's just not going to make it easy for you because that's the whole point of the GSST. It's a filter to sort the 1% from the 99%.

## TECHNIQUE

Another common problem is men simply don't know the correct series of actions involved in escalating a girl and, just as importantly, how to read the signals from a girl that she is ready for the next stage.

Beginners tend to be more comfortable with verbal escalation, so I prioritise that here. The full escalation model gets a detailed analysis in *Daygame Mastery* but for now, use this model:

**Early idate:** Light non-sexual touching

**Mid idate:** Light romantic touching

**Late idate:** Kissing

From the moment you walk her away from the street stop, you will begin pinging her with light touching that is designed to gain control over her body. You are physically leading her but not yet sexualizing. This means things like:

- Lightly touch her shoulder or cup her upper arm for a moment to point her in the right direction as you walk to a café
- Softly push her lower back as you guide her from the bar to your seats
- Nudge her hips with the back of your hand when you want her to shuffle



across a seat

- Playfully push her shoulder when you accuse her of something
- Lightly squeeze her shoulder or knee when making a point

She knows how to read these signals. She knows it is a carefully-staged escalation, and so long as she's attracted to you, and you perform it smoothly, she will be happy to let it happen.

As the date progresses, you will look for a good time to hold her hand. Begin lightly and covertly by inquiring about her nail polish, manicure, rings, or bracelet. Find an excuse to take her hand, and then monitor her response:

**Good:** She lets her hand go soft in yours, making no effort to withdraw it, and may even softly squeeze yours or let her fingers play with yours.

**Ok:** She lets you hold it without any sign of unease.

**Bad:** Her hand is tense, her fingers bent, and she pulls it away quickly

This is part of the subtle covert dance, so she understands what you're doing, especially as you'll be throwing in your verbal escalation at the same time. Then you move to hand holding.

Take her hand and hold it, just like you would if you were already dating her. Keep this comfortable contact. Don't look at her hands, just hold them while you continue your usual conversation. She'll relax into it, and soon you can begin to lightly stroke them. If she allows it, this is a major green light that you'll eventually have sex.

There's no need to kiss until towards the end of the date, perhaps ten minutes to an hour after you've held hands. There's no race. A good physical escalation moves forwards in smooth steps. So long as the momentum is forward it doesn't need to be rushed.

## THE KISS

If everything is working out well, you'll both be very comfortable and open with each other now. She is comfortable with your touch. Watch for her maneuvering herself into position to make the kiss easy for you. She'll feel close and easy to kiss. So lean in, tilt her chin up with your hand and lay one on her.

Just kiss for a few seconds, pull back and give her a nice smile. Now, it's on. Future kisses can be fuller and more passionate.



# STAGE 3.5 – SCREENING

**Goal: Filter for fast adventure sex.**

*Game is one long compliance test in which you narrow down your choice of girls at each stage of filtration. It is a marketing myth that you can “get any girl”. It's more apt to say that you are meeting lots of women and then gradually thinning the field, until you have a small number of extremely strong leads.*

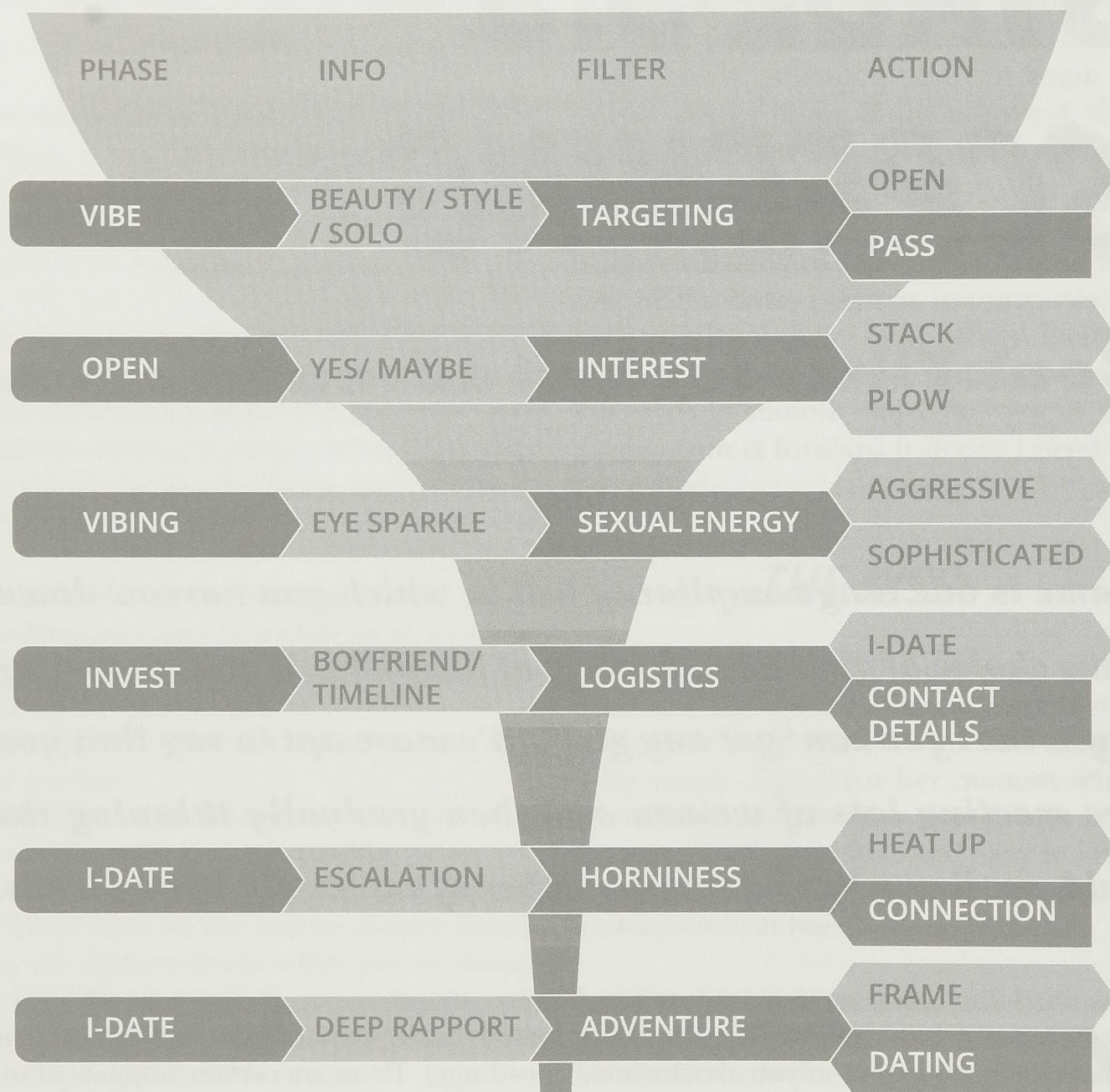
**Y**ou must have the skills to participate in the game – if you are clueless, then every single girl is a No Girl. But once you've developed some competence and confidence, you can begin the numbers game.

This diagram outlines how to filter at each stage in the model. So on the left are the chronological stages per the Kraus-

er Daygame Model (and the book chapter headings). There are certain snippets of information we are trying to obtain, like ticking off a checklist, represented by the second column. The third column represents the thematic category under which the filtering is happening which will lead to an action – the information obtained will directly you to either Do X (proceed towards fast sex) or Do Y (defer to slower sex or just give up



# PROBING & SCREENING



SAME DAY



LAY



on this specific girl entirely). For example:

The Vibe stage is when you are walking around the streets looking for a girl to approach – it is pre-open. Thus, you are flitering girls according to beauty (do you fancy her?), style (is she your kind of girl, does she look amenable to daygame?) and solo (is she alone?). When a girl ticks all those boxes she is a suitable target for you to open. If not, you pass on her, and look for another girl.

On the open, you are filtering for interest. Is she into you and available (a Yes Girl), or at least potentially (a Maybe Girl). If her eyes are sparkling, she smiles and helps move the conversation along, then your requirements have been met, and you stack into the next stage. If she doesn't like you or is taken (a No Girl), she'll be flat, uninterested and may walk off – she's failed the filter. You may plow a while to turn it around, but don't expect much.

During the vibing stage, you'll be in a fun conversation. Now you are provoking feedback from her as to her sexual energy. Does she seem up for it? Is your spider sense tingling that this girl is pretty amenable for sex? If so she's passed another filter and you can turn on more sexual aggression to position the interaction for adventure sex. Conversely, she might be rather shy and flat, or perhaps in a rush to be somewhere else even though she likes you. Therefore, you will instead attract her on a longer-term basis of your value and sophistication and put her on a slower track.

Now, she's into you and quite sexual you will be investing her as you probe for her

relationship status and how much time you have to work. Is she a tourist leaving tomorrow on an early flight (i-date her and try for the same day lay) or does she live here (more time available)? When the logistics favour fast sex, you push for the idate or delayed idate.

To get one girl sitting down with you on an idate with a sexual vibe, you'll have had to dismiss / number close lots of girls. This is a narrow set of circumstances we are screening for. But here you are, sipping your latte and running the twin processes of rapport and escalation. Your escalation filters her for horniness – if she's cooperating with your increasingly intimate touch and sexual talk, then she's highly likely to want quick sex, so keep working her buying temperature until she's ready to go home with you.

Likewise, when you're in deep rapport you start probing her amenability to adventure, risk-taking, new experiences and attitudes to casual sex. This allows you to frame the interaction of fast adventure sex. If she resists this (and fails the filter), you'll need to back off and put her on the usual dating model.


You lose girls at each step. You may not entirely lose them as dating prospects, but you lose them as *fast sex* prospects. Just because there is a model for same day lays (this book) doesn't mean all the girls who like you can be same day laid. It's a harsh filter, so by all means probe and screen for it, but have your Plan B for girls who do want to get to know you but aren't interested in a two-hour street-to-bed.







# Who's this girl?



I'm sitting in a small apartment in Latvia feeling quite pleased with myself. The night before, I had laid a high quality girl on the first date, and now there are just 24 hours left until my flight home. My Playstation beckons. I see a WhatsApp notification on my phone from an unstored number.

"Hi English man! :) " it says.

I message back asking who it is. She replies with a name I don't know, a Czech girl. I'd been in Prague for a long weekend a few weeks before, so obviously this must have been some quickie number close. I have no idea who it is though, even after she tells me her name.

If you stopped her, she must've been fairly hot, I reason to myself. You gave her your number, so she can't be too bad. Keep the chat going and see what happens. So that's what I do. Banter ensues. She seems pretty keen.

As the week progresses, I find out she's a 19 year old student living in







a small university town and had met me in Prague on a visit with her father. She sends me a photo of herself, a squirrel-like fairly cute girl. Big eyes, wide hips, reasonably trim.

I'm going to try to fuck her, but the logistics are horrible. She's nowhere near me nor me her. The only thing going in my favour is she seems keen.

After two weeks, I've escalated her so she admits she's thought about kissing me, and she soon sends some full-body (clothed) photos. While she's on the bus home one afternoon, I insist on a photo of her ass. Girls like playing flirting games with mysterious men and WhatsApp is perfect for this.

My mind turns to other girls. I'm pretty sure this Czech is locked down so long as logistics clear. It's a pretty low-maintenance pattern, just pinging each other a few sentences every couple of days with a bi-weekly longer chat. She shares a lot about her life.

WhatsApp is functioning like the first date. All the comfort, rapport and escalation is happening virtually. By the third month, she's agreed to visit me and buys a flight. So now it's set up. She'll visit for two nights and stay at my place. I've told her I'm a bad man, how she may be spanked for any naughtiness and so on. She's coming for sex.

I'm pretty nervous sitting in Gatwick Airport waiting for her to arrive. What if the photos were flattering but her actual body is not? What if her spoken English is terrible? What if she gets weird during the bedroom escalation and gives me the "I'm not that kind of girl" routine? Am I wasting my time and setting myself up for a tedious sex-free 48 hours?

But that's why I got into the Game. It's exhilarating to put myself into weird, and frankly unwise, situations on a regular basis. This is what real living looks like. Take a chance.

She's fairly cute. Nothing to inspire pride or crazy lust, but she's a pretty young thing. She's obviously nervous, and the energy on the train home is strained because we both know this is an international booty-call set up entirely through texting. Neither of us has been in such a situation. I talk a lot, routine comfort material and lead her to my door.

We pour some rum and put a movie on. I pull her to lie next to me and as I put my hand on her hip, she grabs it and pulls my arm further around her. That's a major green light.

Now, I know I'll definitely fuck her. I kiss her and ten minutes later, we're having sex. How strange.



# CONCLUSION

*You've now been through the full spectrum of daygame as it is conducted by alpha males. If this is all you ever read on the subject, you'll do fine. Just get into the streets and do it. Tight game is built in the daily grind of set after set.*

**T**hat said, this is not the be all and end all of game. I have given lots of attention to the things you say in the set and where necessary the mindsets to be able to straighten out your vibe and intent. What I haven't done is spend much time on that huge part of Game that occurs before you even leave the house. Do not neglect your preparation.

Remember when I wrote that you have a masculine core which communicates to your intellectual front-brain? You need to be working on this constantly. Figure out how the world works. My blog is a good place to start and has lots of links to other free sources. I refer to this as the process of "taking the red pill", an analogy to the Matrix in which Neo chooses to take a red pill that will free him from the matrix and allow him to see the world as it really is. Most dating advice is "blue pill" – written by and for poor chumps who are plugged into the matrix and don't even know the real world exists and is very different.

Do not neglect your masculine core. Live your life in a way that makes your heart burst with pride. Get in touch with your inner caveman in whatever way appeals to you, - whether it be boxing, rock climbing, beer drinking or whatever. Do the things that speak to your core and energise you. If you don't get the opportunity to do so, then make life changes to create those opportunities. Gentlemen, in this book I can only lay out the path, a narrow path that relates to a specific set of circumstances (meeting girls in the street). "Game" is a far wider subject with almost unlimited depth and approached correctly will change your whole life, making you a better man.

Don't get discouraged when the days get tough, and the road ahead seems like a desperate uphill grind. Few things are as satisfying as lying in bed with a young hottie you've just fucked and then looking across at her thinking, "this only happened because I had the balls to talk to her."



## WHERE NEXT?

This book has given you a flavor of daygame. I've simplified a lot, stripped out a lot of the more advanced materials, and presented you with the bare bones of the London Daygame Model.

Once you're getting laid consistently from daygame, you'll want to push yourself harder. It's an addictive hobby, and you only need a few lays to convince yourself of what is possible. If a man is only going to devote himself to one skill set, it should be picking up girls. Why would anything else be a higher priority?

Going to the gym?

Getting promoted at work?

Traveling the world?

These are all great things to do, but let's be honest. What we'd all like over and above that is to get laid by hot girls. We may tell ourselves we are working out in the gym for health reasons and for our own satisfaction, but that's bullshit. It's mostly because we want to look more attractive to women. While we can certainly live without them, we'd rather not have to.

So cut out the middle man. Proceed directly to the women.

Daygame is a beautiful thing. Every day you go out you are engaging directly with reality, pushing against an unyielding world. There's nowhere to hide. The girl will give you very direct and unavoidable feedback on who you are and how good your vibe is. It's refreshing.

Each time you hit the streets, there is an adventure waiting. Maybe you'll get blown out and shuffle home tail between your legs. There'll definitely be days like that. But there are other days where you will meet a delightful young girl who you whisk away onto a wild adventure that ends in your bedroom. Even the mediocre days have multiple pleasant interactions.

It's like living a second life. The sheer volume and quality of social contact you'll get from a couple of hours daygame is hard to describe to a non-daygamer. Life opens up in front of you.

So you'll probably decide to master it. See how far you can take yourself. If you want to take the next step and really dive deep into the skill, then consider my second book *Daygame Mastery*. Every element of the London Daygame Model is deconstructed, explained and then demonstrated through numerous examples.

I wrote *Daygame Nitro* to give men an introduction to the LDM and some easily digestible instructions on how to get started. *Daygame Mastery* is an altogether different beast. It's a distillation of cutting edge daygame knowledge broken down into learnable form. It's the difference between competence and mastery. I hope you'll give it a try.



## *A short story from Sam Django, a top London daygamer.....*

Many people stress the importance of reducing (or eliminating) masturbation. I can't stress it enough. Thousands of men right now are sat at home wasting their precious seed on a lonely Kleenex tissue. You might be one of these men (although hopefully not while reading this page... that would be weird). Lonely Kleenex tissues are the McDonalds of the ejaculation world - brief and fleeting in equal measure, leaving us with nothing but the task of cleaning up afterwards while we manager the all-consuming emptiness in our nether regions. Real live penis-inside-woman sex can be a gourmet meal, starter, main and desert if we would but save our seed and enjoy what nature bestowed upon us.

The immediate and intrinsic increase in your sexual motivation that comes from not "shooting the sheriff" has been well documented, so let me colour it with an anecdote of my own meandering experience with not wanking, and the massive benefits that ensued.

Masturbation was having a negative impact on my life. It subtly undermines your belief system that hot women want to sleep with you, instead reinforcing subconsciously that you're not worthy of them. The fact that you're masturbating means you're conditioning yourself with "I can't get that level of woman, so I'm going to wank over her through a screen." Predictably, hot women are now pedestals in your mind. One day I encountered the argument that binge consumption of porn numbs your pleasure response. You develop hyper-reactivity to porn and your willpower erodes

through training your body to seek immediate short-term gratification.

- Numbed pleasure response
- Hyper-reactivity to sexual images
- Eroded willpower

Surely you can see how these three outcomes are precisely the opposite of what a good daygamer needs. We need to feel a strong sexual pull towards hot women, yet control our desire and defer gratification until we've achieved our goal.

When I first stopped masturbating, the first few days were the hardest. Every cell in my body screamed "go back to your laptop, and hop on pornhub, quickly open as many tabs as possible." In order to distract myself from my need to masturbate I forced myself to repeatedly go to the gym. Every time I'd lift a weight or complete an exercise I would imagine myself having sex with a girl I was super attracted to, in an attempt to retrain my brain to become reactive to actual sex once more.

My blue balls doubled, nay, tripled in size over the course of a month's worth of masturbation-denial. One day after a particularly invigorating workout, as I was leaving the gym, I spotted a hot brunette bombshell walking outside. My whole body tensed in anticipation (active pleasure response) then, as if the testosterone kicked in, I acted instinctively.

"Excuse me" I said, and as I opened my mouth felt my energy all rush down towards my neth-



er regions. She turned round, "Can I just tell you something a bit cheeky?" I said. She replied with a defiant cheeky look in her eye "And what is that?". There was a moment's pause where the tension built (balanced reactivity to sexual energy).

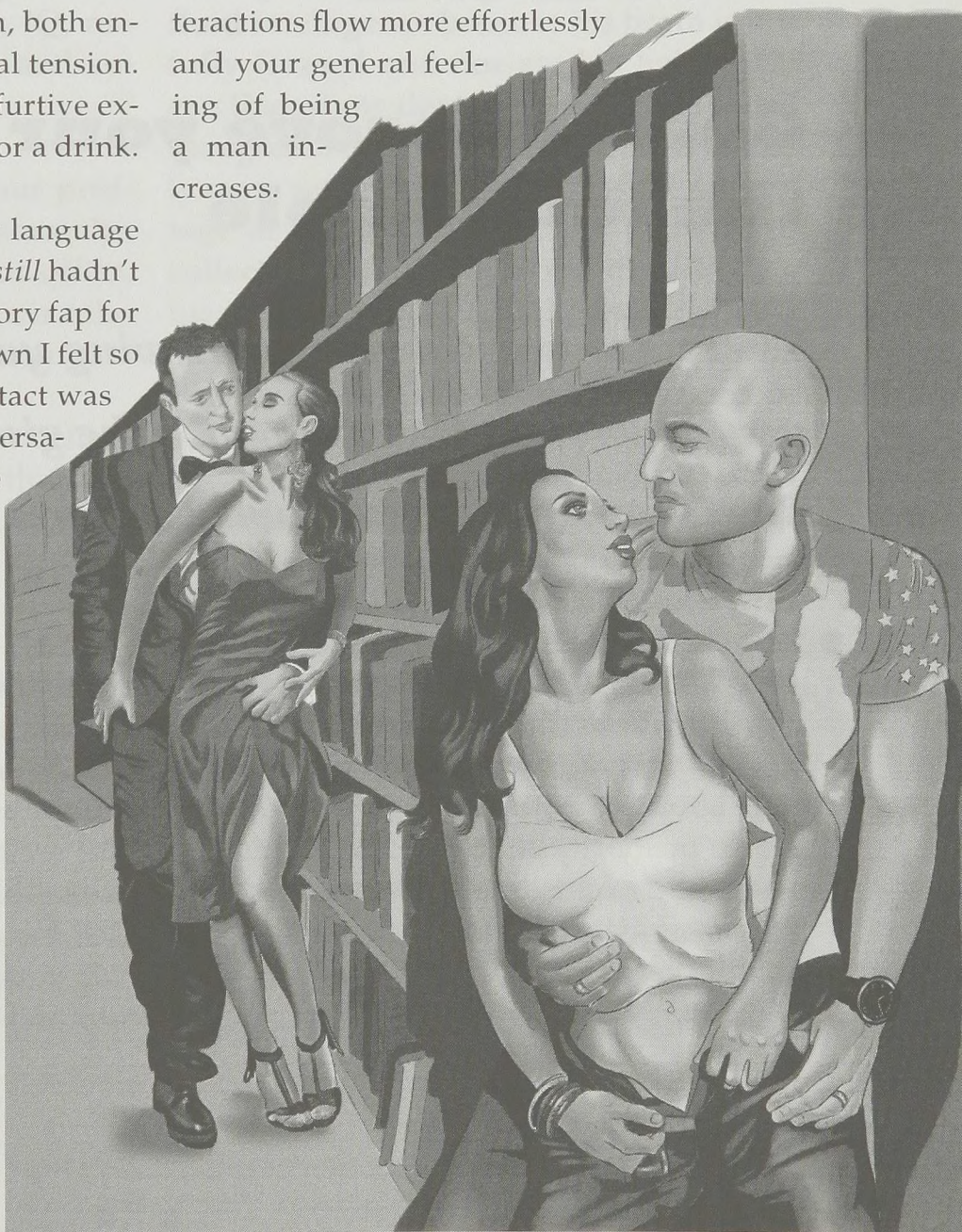
"I think you look really nice", and while I was saying that I was looking deep into her eyes, and I could feel the testosterone flowing through my veins, pulsing along my limbs like Popeye's spinach. My whole body was screaming **I want this girl**. I'm certain that came across in my eye contact. The whole interaction was intensely sexual, crackling with electricity. Everything was conveyed in the sub communication. Back and forth, both enjoying the delicious energy of sexual tension. We swapped numbers and, after a furtive exchange of texts, agreed to meet up for a drink.

On the date, I remember my body language being noticeably open and cocky. I *still* hadn't masturbated – not even a quick victory fap for taking a hot girl's number. Deep down I felt so much more masculine. My eye contact was the strongest it's ever been, my conversation flowed effortlessly. I was in the testosterone zone where my first instinct was the right instinct. We found ourselves making out heavily by the second venue and I decided to try for the bounce to my place. She resisted (as often happens) but on a later date explained why. She's been gagging for it and feeling the tremor in her bones to submit to me and have sex, but had exerted every ounce of forebrain control she had to delay to the second date in order to preserve her

non-slutty image. That's usual, but it was interesting to hear how strongly she reacted to my masculinity.

The second date was dinner and a film over at mine, she came over and within 30 minutes of the film... we were no longer watching the film. The sex I had that night was by far, at that point, the best sex I'd had. My penis was so much more sensitive, I could actually feel the sensations as opposed to a meaningless dullness emanating from each stroke. Everything about it was intensified greatly.

So, the conclusion? Save your seed. Use it more constructively, and you'll find your interactions flow more effortlessly and your general feeling of being a man increases.





# CHAPTER 4.1 – SEXUAL MARKET VALUE

**Goal: Improve your position on the totem pole**

*There are two sides to improving your game: those things you do when interacting with the girl and those things you do in your life when women are not present.*

**P**ick-up literature has traditionally focused on the former because this is the area the common man knows least about - how to talk to women. *Nitro* is also primarily concerned with this but not to the exclusion of all other factors. This is because the central rule of the Sexual Marketplace is never broken:

High value women sleep with high value men.

You can't avoid this reality. Entire industries are built around facilitating a man's willful blindness to the realities of the SMP but no matter how deeply you delude yourself reality will always be there, cold and unyielding. If you want to con-



sistently fuck hotter women, you must become a better man. You can't rely on getting lucky once-a-lifetime catching a hot girl on the rebound when she happens to be drunk, horny and just likes the look of you. Thus, we need to differentiate between your Sexual Market Value and your Value Delivery Mechanism.

## **YOUR SMV.**

This is the sum total of who you are and can be broken down into the following components:

1. Ascribed value: This is what you were born , being your height, age, IQ, nationality, ethnicity, body type and social class.
2. Ecosystem value: This is your position within a relevant social hierarchy, such as your social group, your office, or for celebrities it would be their relative fame with the relevant audience.
3. Learned value: These are your behaviours and mindsets, carried within you wherever you go.

## **ASCRIBED**

Each of these elements of value can be worked upon but only within the parameters fate dealt you. For example, there's not much you can do about your height (ascribed) but you can wear boots to add an inch or two, improve your posture to stand straighter, and you can open girls shorter than you. Your age is fixed but an awareness of it will determine your

type of game. For instance, young men are usually judged based on their energy and their potential, so girls are quite forgiving of young men who have not achieved much in life but have a sense of drive and purpose for the future. In contrast, older men are expected to have their shit together and show gravitas and sophistication. A young man will find it easier to attract a girl with his physique but harder to push her into a submissive feminine role. An older man has the reverse situation to deal with.

IQ is mostly fixed but can be improved through active study. A young man has fluid intelligence because his brain is not fully formed and nor are his habits. He can thus show dexterity and speed in his thought. In contrast an older man is usually more set in his ways but has the advantage of well-rounded stable knowledge collected from a lifetime of experience - his major display of intelligence is in accessing his existing store of knowledge. Even when IQ is fixed, the girl's perception of your IQ can be improved by being more selective and diligent in what sources of information you choose to ingest. Reading widely, traveling, and regularly engaging in deep discussions with friends will lead to an end result of perceived higher intelligence compared to devoting the same intellectual effort to video games, popular culture and lolcats on the internet.

Ethnicity is mostly immutable, but a man can play contrast game by either deliberately amping up his ethnic stereotypes to enhance polarity, or by deliberately con-



founding stereotypes to appear mysterious and intriguing. Each race will have different markers but be sure to focus on the sexually attractive stereotypes of the race. Another way to work around ethnicity is to travel. The SMP operates according to normal supply and demand. If you take your look somewhere where it is not seen often, you'll be more attractive.

Next, let's discuss body type. Body type is highly amenable to change, but it's hard work. The main reason the seduction industry sells the lie that 'looks don't matter' is because most men are too lazy to eat right and hit the gym. If you are currently lethargic in your fitness routines, be heartened that you can add two points to your SMV over a couple of years just by sorting this out. You don't need an elite physique to get girls, but you need to meet minimum thresholds of fitness and physical self-respect, which means getting yourself into at least the "above average" band for your age. Older men will see particularly rapid improvement in girl's responses when they get into good shape. I'd recommend all players get their blood tested to find if their hormones are within the healthy range. In particular, be sure to get your testosterone and thyroid tested. Many men, especially post-35 men, have low testosterone and this will undercut your confidence, command presence and ability to approach women with vim and vigour. For this reason, it is wise for you to consult your doctor and get a suite of blood tests. If you're within a healthy range, that's great, if not you have an additional channel to work to raise your state and your SMV.

Social class doesn't matter much in daygame, because everything you present to the girl is portable, conveyed one-on-one in a street situation. Thus, you can choose to style yourself according to a particular social class or sub-cultural tribe and that's all she'll see. By the time she sees your house, your car, your social circle and so on it doesn't matter, because she's long since made up her mind she likes you. I sometimes experiment by changing my look and manner so while I'm usually the rock-star bad boy, I can code shift to a Hugh Grant style English gent or a number of other archetypes.

## **ECOSYSTEM**

You cannot work an ecosystem in daygame because street stops are by their nature atomised interactions between only two people. This is both the beautiful purity of daygame but also one of its limits: you cannot rely upon external props to enhance your value proposition.

## **LEARNED VALUE**

Most of daygame boils down to improving your learned value, what I call Personal Charismatic Value. This can be broken down further into a few sub-categories: Vibe, Intrigue, Presence and Mastery:

**Vibe** – How do you feel when you are around a man? He is fun, relaxed, happy in his skin and with his superiority over those around him. He needs nothing but freely gives of himself. He is the warm end of the pool.



**Presence** – What is the initial impression that strikes you as you meet for the first time? When you size him up in those first moments, how does he make you take note and think, “this guy has something about him?” It’s a combination of physical competence, grooming, dress, body language, facial expression.

**Mastery** – A man is master of his world. He has seen it, done it, become extremely good at it. Whether he’s observing the world with clarity, advising a protégé, or playing chess he is able and focused.

**Intrigue** – He leads a lifestyle of experience and magnitude. He travels, he fights, he loves, he drinks. When sitting at a dinner party with a fully developed man he weaves story upon story into a early hours as everyone sits fascinated.

These are all attributes that you consider homework when not approaching girls, and they will be exuded from you while in-set with the girl. For example, when vibing with a girl about her hobbies or hometown you can draw upon your wide-reading and travelling to make insightful comments and nudge her into a more interesting area of that topic (Mastery) and letting slip some information about yourself will give her a glimpse of a well-developed man (Intrigue).



# CHAPTER 4.2 – BEGINNER DAYGAME

## **Goal: Get the ball rolling**

*Consider this your quick-start guide if you are new to game and daygame in particular. I'll break down the fundamentals of opening, sub-communication, and how to move a conversation along. Go out, and do this 100 times. Don't worry about results. Don't be dead set upon getting a girl's number or coming home sad because you didn't get laid. This is the learning to walk before learning to run.*

### **TIME AND PLACE**

Every city has a central shopping area that is full of pedestrian traffic. If you're really lucky, it has a ton of them. Scope out that area and look for the streets which have high footfall and lots of women.

Maybe it's the town square, or the train

station, the mall, or the high street. Go there every weekend from 2pm to 5pm. That way you get the most target rich environment for the minimum amount of time in field.

Here's a word of warning. If you live in a small city, you run the risk of getting a



reputation for being the creepy guy who hits on girls. If your city has less than one million inhabitants, I'd strongly recommend that you take a train to the nearest big city, and do your first 200 sets there.

It'll seem like a pain in the arse at first, but trust me on this. You are going to fuck up a lot in the beginning, so don't shit where you sleep. Once you are regularly getting girls giving good responses and enjoying the experience, you can think about gaming your hood.

## YOUR LOOK

Looks do matter. They aren't the most important thing, but if you're a slob you'll get blown out purely on this. Don't worry if you have some inherited characteristic that puts you below Brad Pitt in looks (e.g. height, baldness, small bones). Those things barely matter. What does matter is ugliness created from your lifestyle such as being fat, having greasy hair or skin, pasty skin, hunched posture etc. These are all symptoms of a disorderly life and a lack of self-respect and a girl will feel it on an emotional level and be repelled. So before you even bother approaching girls, get your shit together on physical condition, grooming and posture. This means:

- If you're fat, lay off the pies and lose some weight. You don't need to be ripped. Just average to slightly-chubby. So cut back on beer, fast food, and walk at least an hour a day.
- If you're skinny, do some push-ups and

squats. We aren't building a muscleman out of you. Just do enough to look like you won't blow away in a stiff breeze. For starters do this every day: 50 push ups, 50 sit ups, 50 deep-knee squats. You don't need a gym membership or weights. Just a small space in your lounge.

- If you have pasty skin, get outside more. Don't stay up late on World of Warcraft.
- Get a haircut, shave at least once a week, have a shower every morning.

This sounds obvious but there's so much bullshit in the community about "looks don't matter" to just validate lazy men's unwillingness to stop being slobs. If you're 300lbs of jelly, you have bigger problems than meeting women.

Clothes are not too important so long as you avoid being a boring stereotype. Don't be "cubicle guy" or "prep school guy" or any other nice guy stereotype. You'll find your own fashion over time which projects who you are and what you value. Until then, just to get you started, get yourself on the high street with £250 and buy these:

- Patterned rock-style t-shirt that fits fairly snug. Next, River Island or even Primark sell dozens of styles. Get quite a noticeable pattern. The t-shirt is the focal point of this outfit. £20
- Blue slightly faded jeans with a boot cut. Avoid twisters or hipster stuff. Get jeans like a cowboy would wear as he's outrunning a posse. Don't splash out a lot of cash on a brand name. £30



- Leather belt with a tough guy belt buckle. It should be the same colour as your boots and have a distressed look like you found it on a corpse in a shallow grave. Not one that you could wear with a business suit. I'd recommend a brown. £15

- Brown leather short cowboy boots / dockers / biker boots. Something that you'd expect a man to wear on a building site, minus the safety capped toes. Personally I'd get a plain colour without patterns. £70

- Dark brown vintage jacket pulled from a second-hand shop in a clothes market. Or a brand new high street jacket apeing the same vibe. £40

- Chain and pendant from a market stall. Try and choose one that has character. £15 Ring for each hand, also from a market stall. These should be quite thick, no stones, and maybe some kind of tribal pattern. £10 each.

- Chinese import replica of a cool watch. I'd recommend the Panerai Luminor Marina, Hublot Big Bang, U-Boat, Bell & Ross. Get one of the relatively understated versions such as black face, silver bezel, black leather strap and no jewels or bling. The websites change all the time so spend a few hours on the replica watch forums and read the reviews. You are looking for a good vendor not a good watch. £50

- Underwear is your choice. Girls won't be seeing it any time soon.

Wear these clothes around the house until you feel comfortable in them. As the weeks go by, swap out items until you are dressed in a way that fits your character.

## MINDSET

You are not going out to pick up girls. You are going out to have some fun with a new social experiment. Don't start comparing yourself to the top players. Just think of the new horizons ahead of you and how every day is a new adventure and every approach is a success.

Here's a fundamental principle of game:

*you never regret approaching, no matter what response you get. But you always regret not approaching.*

It's good to have a little shock therapy in the beginning when your expectations are naturally low. Start the day thinking, "I'll kick things off with a horrible blow-out", and then when it comes just laugh it off. You're *not supposed* to be getting good responses so soon so you can fully free yourself of any responsibility for the girls' reactions. Expect failure and don't judge yourself for it. Go hit on ten girls during your three hour window. Don't worry if you pussy out of some sets. Just pick the most approachable-looking girls as they are wandering around by themselves. Don't worry about staying in set a long time. Eject any time you feel uncomfortable. When you're in a better mood decide you'll stay in set until they eject. Have fun with it. You are just getting



your feet wet and acclimatising yourself to the activity.

## THE STAGES OF A PICKUP

This is a rote-learnable system for basic street game. Consider it training wheels until you are ready for the LDM. Memorise this, and hit 100 girls with it almost verbatim, just changing bits here and there if you think of a more suitable response for the situation.

### 1. TARGET SELECTION

Always choose girls who are by themselves and walking slowly in a "I'm not in a particular rush to go anywhere" manner. They'll usually be looking around like tourists or shoppers. These girls are in the right mood to talk to people. Avoid girls who look busy, are on the phone, are striding purposefully somewhere, are clearly waiting for a friend, or anything else along these lines which makes them seem unavailable.

### 2. APPROACH

Usually, they'll be walking somewhere. Let them pass you, give it three seconds and then playfully jog up alongside them, giving them a berth of about three feet. As you pull slightly ahead of her (and thus enter their peripheral vision), look at her, and then playfully jump in front of her. If you imagine her direction as following train tracks, then you want to be right in the middle to stop the train. Not to one side. And actually do stop. Plant your

feet. Give her about four feet of space so she has time to notice you and stop without freaking out.

Smile. Hold steady but easy eye contact. Hold your hands out in front of you at her chest level, open palmed, like you are signalling "stop!". It must be playful. Then deliver the words.

### 3. OPENER

Say these words slowly and with an even tone, with a slightly excited energy level like you have just met an old friend you haven't seen in years.

*Hi (pause)*

*I was just over there (point to where you were) when I saw you go past. And what I noticed about you is (pause)*

*You seem quite nice (pause)*

*You have a very non-English look (pause and look slightly quizzical)*

This is a bread and butter opener which has been used in the community for years. It'll acclimatise you to going indirect-direct and conveying light sexual interest in a girl. It'll fit just about any girl you see (you can always replace "non-English" with "dreamy", "serious", "interesting" depending on the girl), and it contains all the basic requirements of an opener. It salutes the girl, roots why you are talking, shows your intent, delivers a compliment, and then encourages her to talk.

The only downside is that if you're gaming a well-gamed area, then she might have heard it before. Don't worry, she



won't actually care. She'll just get a nice feeling from the compliment.

## STACKING INTO CONVERSATION

Pause and look expectantly from her opener. By expectantly, I mean like you expect her to say something to acknowledge your opener, not that you expect her to get on her knees and start sucking your cock. If she starts talking then just let her and look for anything she says as a jumping off point to move into a conversation.

If she seems a bit taken aback or clammed up, just start wittering on for a minute or so. Pick an item of her clothing, and say "I like your [x,y,z]. There must be a story behind it". As a conversation develops just hit her with any of the following statements (which are all implied questions). Don't worry about calibration just yet.

Concentrate on getting your material out and watching her response. These are training sets.

*-You move in a very [graceful / sexy / elegant / balanced ] manner. There must be a reason for that*

*-Your look is different to most of the girls around here.*

*-You look foreign. Something about your vibe is different.*

*-I'm out today doing xyz. What are you up to?*

*-I think you usually scare guys away. The look on your face, even though I can see you're a friendly girl, the look is a bit off putting. Speaking as a man.*

Drop these in and let a conversation develop. Don't worry about teasing her, building attraction, sexualising or any of the things that move the set in a direction towards sex. Just chit chat aimlessly and enjoy the feeling of being in a fresh new interaction with a girl. Enjoy the fact you've just created something out of nothing.

## 4.THE END

You aren't trying to fuck these girls. You are just initiating friendly interactions and seeing what happens. If after five minutes you feel like its hard work and she's trying to leave, then just eject. Say:

- Look, it was nice talking to you, but I really have to get going
- You know, you're a nice person. I'm glad I spoke to you. But I have to go. Take care.
- Oh shit, my phone has started ringing. Look, I'm gonna have to go. Have a nice day.

Even if she's a bitch, don't worry about it. Just be nice and then get out of there. She'll walk off feeling a warm glow, a smile on her face, and a cool story to tell her friends. Congratulate yourself on having spread some good feeling around the world.

Conversely, if the conversation is going well, and she's animated, and she's talking lots. Well done; you got lucky and found a girl that likes you. **Might as well take her number.** Don't do silly gambits. Just ask for it with one of these closes:



*-I have to go, but you know what? I like you. You're fun as well as cute. Let me take your number, and I'll take you out next week.*

*-Listen. I'm going to catch up with my friends now, but I enjoyed this and I want to do it again. Give me your number.*

Say it with conviction. If you suddenly get nervous, like you expect her to say no, her emotions will register the fact and then even though her intellectual mind likes you she'll follow the emotions that say no. If she does start twisting and saying no, give her one more chance. Say:

*-Look. I'm not proposing marriage here. I like you. You like me. It's totally normal for you to give me your number.*

*-Why wouldn't you? We've got a great vibe here.*

*-I didn't say "let's have sex". I don't know you that well. I said "give me your number". (deliver this playfully)*

If she says she has a boyfriend? Don't stress it. Maybe she does, maybe she doesn't. Still give her one more chance. Pretend you never heard the B word and just use one of the above lines. If she still says no, just eject with:

*-Ok, that's fine. It really was fun talking to you. Have a good day.*

## 6. THE FOLLOW-UP

In the beginning, you'll find it easier to text than call. Send a generic text any time after the set finishes. Don't worry about

the best time to send it. There isn't one. Send one of these samples:

- "Hey Tom. I just met a girl. She was cute, but she was [biographical info about her – e.g. she was from Iceland]. She might be one of those [tease – e.g. Eskimo] perverts you warned me about. Should I call her?"

- "So this is [her name]? The cheeky [biographical detail – e.g. Icelandic Eskimo] girl who owes [your name] a coffee. White Americano. No sugar.

Assume most girls won't respond this early in your daygame career. But the ones who do, if she plays along with your joke, then play along with one more text then invite her to a date. If she doesn't play along, drop the joke and invite her to a date. If you wait more than four texts to invite her you risk pussyng out in her eyes. Try:

- "You. Me. Mojitos"

- "It's gonna be milkshake. Vanilla or strawberry?"

If she accepts in principle, then tell her a time and place. Do not ask her what she wants to do. Tell her and she either accepts or doesn't. For example:

- Right: "We'll meet Thursday at Oxford Street. Opposite Top Shop. 7pm"

- Wrong: "Which day would you like? I can make Monday, Tuesday or Friday"

And that is daygame for beginners. Do it a few hundred times and then start on the London Daygame Model.



# CHAPTER 4.3 - FREQUENTLY ASKED QUESTIONS

## **Goal: Filling in the blanks**

*I can't predict every question but here are some of the simple ones I've been asked by students or some of the questions I wanted to ask when I was first learning.*

### **"HOW LONG DOES IT TAKE TO GET GOOD?"**

There is no definitive answer to this. It all depends on your starting place, your ability to learn, and how hard you work. Sometimes I'll get a guy who has his shit together in life and is already getting laid a couple of times a year through social circle. He just needs to learn the subtleties of daygame and get into the habit of approaching in order to expand his horizon of the women he sleeps with.

Within a couple of months, he'll be getting regular dates and he already knows how to escalate them.

Other guys are simply not good with women yet. So while they are learning the daygame ropes, they are also learning about women and about how to increase their own personal charismatic value. A guy starting from a bad place and with lofty ambition might take two years and three thousand approaches before he's



getting sex with pretty girls. Rather than focus on how far you still have to go, instead focus on where you'd be if you did nothing. The journey through game starts paying off in a myriad of ways long before you are regularly banging hot girls.

### **"IS DAYGAME BETTER THAN NIGHTGAME?"**

This is not as meaningful a question as it appears. There is a human courtship ritual, and there are fixed parameters to the male-female sexual dynamic. The differences between picking up girls on the street in the afternoon or at a nightclub at closing time are all situational. You are still tapping into the same dynamic and leading the girl through the stages of the ritual. Thus, once someone is "good with women", it's relatively easy to bring that into a new environment (i.e. from nightgame to daygame).

Personally, I much prefer daygame but that's all it is – a personal preference. I get a better look at the girl, better access to the hottest girls, and I don't have to endure the nightclub environment.

Additionally, you need to consider which suits your own strengths and weaknesses. I'm a talker; it's my single biggest strength with women. Therefore, when I'm in quieter environments with less distractions (such as the street, a café, or a quiet bar) I can deliver my value. I'm not tall or good-looking, therefore, loud environments put me at a disadvantage. If you are tall and good-looking, but not much of a talker, you are probably bet-

ter off going to loud bars or nightclubs and working a heavily-physical game. Of course, if you want to address your conversational weakness then daygame is a great vehicle for that as a supplement to your nightgame.

Girls are attracted to many different types of male value. Avoid a one-true-path approach that game can only be done one way. Daygame is just one of many ways to get laid.

### **"HOW DO I OPEN THE BITCHY LOOKING GIRLS?"**

The same as you open any other girl, but calibrate the Kill Momentum stage accordingly. Get out of the habit of treating all girls as fitting into pre-defined pigeon holes. They are all the same, fundamentally. They all tingle to the same things. They all want the same basic thing in life – successful intimacy with a high value man. Figure out what you want and go after that. Don't go falling into their frame by pandering to your perception of the type of girl they might be.

### **"HOW DO YOU OPEN 2-SETS / MOTHER-DAUGHTER SETS ETC?"**

Don't bother. Not until you are fairly solid with the method on single girls. Once you can pick up lone girls with reasonable consistency, you'll probably want to start stretching your comfort zone again. There's two basic ways to pick up 2-sets:

(1) By yourself: You engage both girls and initially direct your opener to the obsta-



cle, to get her onboard before expressing interest in the target e.g. "Can I just tell your friend something?". Make sure your eye contact makes it clear which one you're hitting on – sexual eye contact to the target, social eye contact to the obstacle. You will not be able to instant-date, so just stay in set long enough to get enough investment from the target that you can take her number and be on your way. On the close, address the obstacle with something like "You know what, I really like your friend here. I'm gonna take her number, if that's ok with you." You can't piss off the obstacle or she'll be chewing out the target for the next hour and kill your set.

(2)With a wing: This is the best way. If you have a good wing, then go into the set together and engage everyone, so it's one big fun conversation. The energy will tend to be higher and more playful banter. Keep bringing your wing into the conversation. As the set progresses, make your targets known by paying more attention to her than her friend.

When ready, bounce them for an instant date and continue more of the same. I personally never bother with mother-daughter sets, mixed sets, or anything over three girls. It's drastically reducing your chances of making anything happen, and it's just too much work for too little reward. By all means do it as an experiment, but be clear that 90% of your success will come from either lone girls or 2-sets run with a good wing.

## **"WHY DO MY NUMBERS KEEP FLAKING?"**

You are almost certainly extracting a number rather than having it freely given. The goal of a set should never be to "get a number."

This sets up all kinds of bad sub-communication and outcome dependency. The goal is to have some fun, find out about the girl, and see if you do like her. The result of the set should be to create within the girl a set of emotions and thought patterns that make her want to get to know you better. The number exchange is just a formality to accomplish the next meeting. If you're not getting good vibes from the girl, don't bother asking for a number. Going into every set thinking you need to close is putting way too much pressure on yourself, and she'll feel it.

Failure is an ever-present in game. Most numbers will flake no matter how good you are. The skill is to make your own luck and close the strongest leads. As you improve, you'll get access to younger, hotter girls and get more sex, but you'll never eliminate flaking.

## **"WHERE CAN I FIND A GOOD WING?"**

The only time you need a wing who is good at daygame is when you are planning to do 2-sets together. Any time you are out doing solo sets, the wing's competence is irrelevant. Thus, a "wing" really just needs to be a good friend who supports you in your goals (or preferably shares a similar goal to get good at daygame). If you flip back to the Kill Momentum chapter, you'll see a wing's main



role is to make the daygame session fun for you. He's not directly helping you get the girl.

### **"HOW DO I GET RID OF MY APPROACH ANXIETY?"**

You can't, or at least not for a long, long time. Your first ten sets will be the hardest you ever do, and it's easy just to push yourself through those. From then on, you need to be protecting your inner game over time, and this means committing yourself to learning the model while at the same time conducting yourself in set in alignment with the kind of man you wish to be (e.g. no lying, no pandering to a girl's whims). As you gradually internalise that what you are doing is normal and that you don't care if a girl acts up in your face, the AA will reduce. Once you're getting a few girls in your bed, the whole process will seem like fun and the AA will subside.

The other big determinant on AA is your state. So long as you've had a good night's sleep, feel good about how you are living your life, and have a good friend as your wing, you'll be going out to daygame in high spirits. This gives you good state and low AA. If things go well in the first few sets, your state will be higher and AA will no longer be an issue.

### **"AREN'T ALPHAS SERIOUS?"**

Seriousness is the kryptonite of daygame, because it'll scare the shit out of the girl, and you aren't really bringing any positive energy to make the interaction stick

in the opening moments. The flip side of being extremely playful is also ineffective – you come across as a clown dancing around for her edification. There are two areas to pay particular attention to in walking the line effectively:

First, note how the LDM starts off with playful banter in the vibing stage and only gradually lowers the energy as the girl invests, and keeps refreshing the playfulness with chick crack. This is because being all banter makes you a clown, and being all rapport makes you boring. Combine the two and it's a deadly attractive mix.

Second, your playfulness shows you are relaxed and fun, but you need to put some sexual intent in there, so you can lock the girl down with your eye contact and body language, and move the interaction forwards as you hit the right notes.

You must master your intent. Always be aware of a furry little critter hiding in your hindbrain called the Avoidance Weasel. This tricky little bastard will find a million clever ways to bullshit you into not moving the set towards sex. Don't be always number closing when the instant date is there. Don't be sitting with a placating grin on your face on the date when you could be escalating the girl.

### **"IS THIS BOOK ALL YOUR OWN WORK?"**

The London Daygame Model is the end result of thousands of man-hours from a small group of maybe a dozen men. Each



contributed something different. The key players and some of their contributions are as follows:

**Krauser:** alphaness, teasing, 2 pull/1 push on opener, verbal escalation, kino ladder

**Torero:** vibing, innuendo, leading, SDLs, gutter game

**Antony:** cockiness, fizziness, sexual aggression

**Yad:** front stop, mild compliment, idating

**Yosha:** assumptions, dialing down energy

I figured out my version of the LDM based on a couple of thousand approaches and lots of time spent learning from other people in boot camp, one-on-ones, fellow wings, books, blogs and DVDs. I have not based this on any one school of thought but rather my accumulated experiences over the years and the best ideas I could integrate into my game. So if you look hard you'll be able to trace influences to their sources.

My book was released just as the Daygame Blueprint began filming (I appear on it a little), which underlines the critical mass and co-development of the LDM.








Nick Krauser®

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I've done it dozen of times. So have my friends, Now I will share the secret system with you.

Imagine having a realistic chance of sleeping with any girl you see. It's not bullet-proof (you'll sometimes have spectacularly entertaining failures!)

SEE X AMOUNT OF WOMEN.

TALK TO Y AMOUNT OF THEM

HAVE FAST EXCITING SEX WITH Z AMOUNT OF THEM!

It's so exciting, so predictable, and so completely under your control that it feels like having a super power. You'll never look at the world the same way again. This is what total sexual freedom looks like.



NICK KRAUSER IS THE WORLD AUTHORITY ON DAYGAME. AS THE LEADING THEORIST, WRITER AND PRACTITIONER, NICK HAS TAUGHT THOUSANDS OF MEN THE SKILLS AND MINDSETS TO BUILD A LIFE ABUNDANT IN BEAUTIFUL WOMEN AND EPIC COOLNESS.

